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MARCH '93

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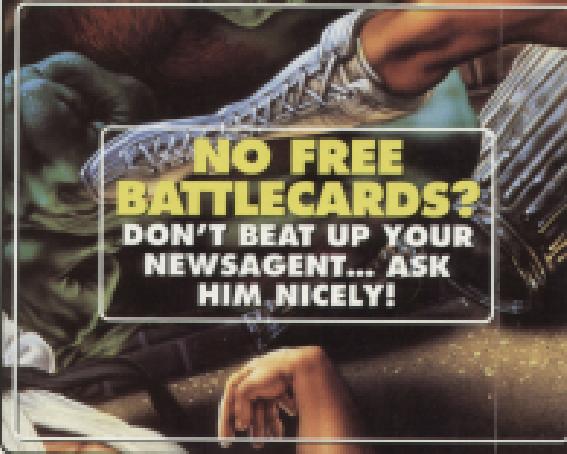
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# amiga FORCE

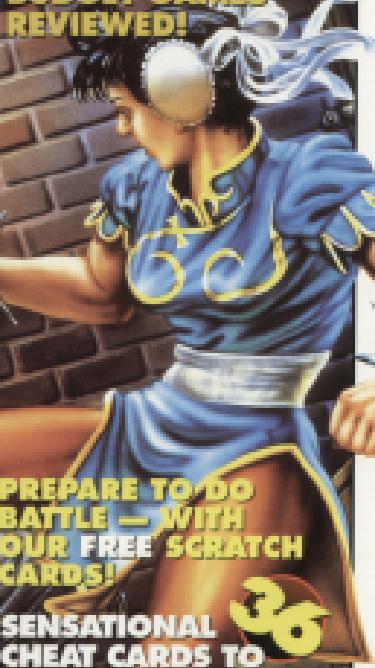
## STREET FIGHTER 2

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# amiga FORCE

# W W

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■ MARCH 1993

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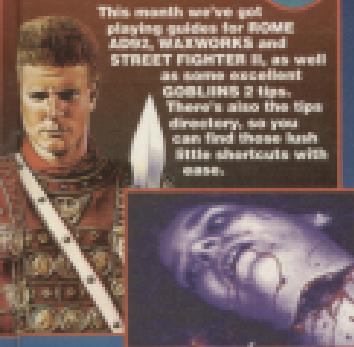
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If Budget Bargains seems like a pearl before its time, these are the pages for you...

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This month we've got playing guides for HOME ALONE, BACKWORLDS and STREET FIGHTER II, as well as some excellent GOBLINS 2 tips. There's also the tips directory, so you can find those lush little shortcuts with ease.



**euroPRESS**  
IMPACT

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ABC

# READ ALL ABOUT IT

**P**hew, what a month! Making the transition from a bi-monthly to a regular monthly, although welcome, isn't as simple as it may sound. We've worked our fingers to the bone — playing Street Fighter 2! — to bring you this issue... hope you think it's been worth the effort.

On the software front things have never been better in the Amiga sphere, with totally top-notch games arriving all the time. One thing that has concerned us recently, though, is the state of reviews appearing in other Amiga magazine rating games that are way off completion.

Have the software houses been granting "special favours" to our rivals while struggling on along with a patch of lies? It would appear not. It's an often-stated point of many magos that only finished games get reviewed — but how often is that truly the case?

This month, for example, Rennegade Software kindly invited me to their London HQ to see how work was progressing on the Bitmap Brothers' remake, The Chase Engine. Although nearly all the game has now been coded, explained Rennegade, only about 20% of it had been assembled into playable levels, but I was welcome to have a look anyway, maybe even like to practice it? Well, yes, we would — but how many other unscrupulous magazines will use what they've seen as the basis for a full review? We wait and wonder...

Meanwhile, we'll stick to our principles and steer the deadlines. Sure it's nice to get a scoop once in a while (like we did with Krash's last issue), but we're not prepared to compromise our integrity — or yours! — just to be the first mag on the shelves to feature the latest big releases.

May The Force Be With You,

Steve Sheldes — Managing Editor

**D**ear anyone remember the BBC Kids' programme, Playdays? (successor to Playschool?) It was only a matter of time before someone snapped up the licence, and here it is — in all its educational glory (what? — Ed).

Although it won't be of great interest to most AMIGA FORCE readers, we thought it was worth a mention 'cos it's so well done. They've ditched the usual all-linear approach and opted for random responses to add a little variation. The

joystick or mouse-controlled, and there's a total of 12 separate games included so boredom isn't something three-to-eight-year-olds (the intended age range) will complain about. It'll set the loving parent back £24.99 and is far more practical (although perhaps not as satisfying) than shooting your young ones through the head with a revolver with view to quietening them down.

## A IS FOR AMIGA FORCE

### IT ALL GOES TO SHOW...

**H**ave you ever been to a computer show and found yourself rather help build a Legos village instead? Perhaps you ought to take a trip down to Kite's Court during 25-26 March this year. Not only is there a weird conglomeration of all things gammy (nearly the ideal Electronic Games Show), there's also the Daily Mail Ideal Home exhibition, both events being available for a single admission fee. Here you're invited to help build the world's biggest Lego tower, as well as pan for gold in the reconstructed Canadian Last Lemons gold-mining town. So if you like a little diversity in your shows, perhaps you should save the £4 (if you're classed as a child) or £7 (if you're a prinkly like us).

However, don't blow your wad too soon — why not save some quid-locks for the 7th International Computer Show? With over 100 exhibitions from Europe and the USA, there'll be a wide range of both existing and newly launched software for trial and purchase. Tickets are priced at £6 on the door (£5 in advance) and those financially less affluent (such as students, children and GPs) get in for £4 (£3 in advance). It's being held on 19-21 February in Hall 1, Wembley Exhibition Centre.

Alternatively, if you can only attend one event this year, why not come see the AMIGA FORCE crew at the Live 100 mega-spectacular? More info in a future issue...

Billy Mitchell



ideal home plus

## TICKETS TO RIDE!

Computer shows are taking over the world. Seriously, you can't go anywhere these days without bumping into some sort of software demonstration. But if you like visiting them, this is the bit to read: we've got ten pairs of tickets for the ideal Electronic Games Show to give away to anyone smart enough to answer the following question:

- Which monarchic residence could benefit from a few hints and tips on meditation and fire prevention?

Answers on a postcard to: IT ALL GOES TO SHOW, AMIGA FORCE, Computer Impact, Ludlow, Shropshire SY9 1LY. As the event happens on 25-26 March, we'll be judging and handing out the prizes on March 15th. So, as Fred Pontis would say, "Book early".

# TECHNICAL SUPPORT

NEWS



## STICKS... AND A LOG?

**K**ids, remember the first handheld joysticks? I have just launched the Speedlink analog version. For those of you unfamiliar with the concept, analog joysticks can be moved varying degrees in each direction, giving greater subtlety of movement. This makes them indispensable for flight and racing simulations.

However, don't expect it to increase your Zool scores. Because of the radically different design, the analogue joystick will only work with software written to accommodate it. A few examples of these are F10 Strike Eagle II (Microprose) and Mill 201 (Dynamix). These have built-in routines that allow your speed stick to give the extra control you'd expect.

Don't be disappointed if you wanted the traditional Speedlink — it's still available through both Kynex and all good computer retail outlets. There is also the Navigator — again, a hand-held affair but with a different, pistol-grip design.

All three sticks handled remarkably well through the (extensive) playtesting we forced on them, assisting our Good-User gaming abilities to the maximum. As for the cost, expect the analogue Speedlink to set you back £14.99, the traditional model £12.99, and the Navigator £15.99. However, you could just enter this month's competition (page 58) and attempt to win one of the 125 sticks. Kynex are giving away!

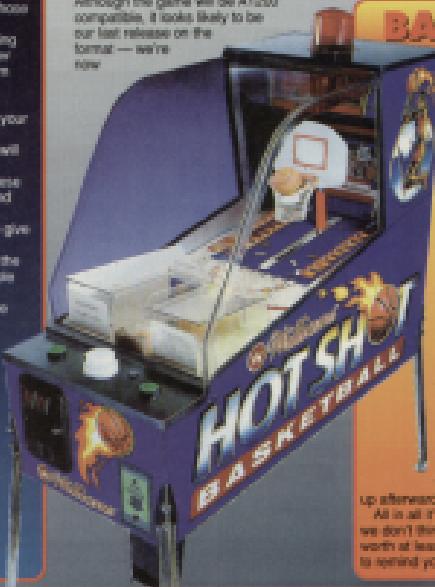
**W**ith the new Amiga A1200 on the shelves, we thought we'd find out just what software supports the machine could look forward to. An all-afternoon session on the old dog-and-bone still didn't secure firm comments of commitment (or otherwise) from the whole industry, but here's an alphabetical roundup of what many luminaries had to say on the matter...

Accolade's Alan Weisman was first on the phone, and he reluctantly told a tale of woe. "It's not that Accolade won't be supporting the A1200, but that", after MicroProse probably won't be supporting the Amiga at all. Although the game will see A1200 compatibility, it looks likely to be our last release on the format — we're now

concentrating on PC and console product," he confirmed, adding, "That's one of those things that can happen when you're an American-led company". Meaning, of course, that our cousins across the pond seem to have gone cartridge crazy, and that perhaps the parent company aren't too concerned about the welfare of us poor Brits. Ehhh...

Mike Cole from Atlantic Software was as charming as ever when he happily confirmed "Yes, we'll support the A1200. Being one of the smaller software houses who don't really commission directly as such," he pointed

## BASKET CASE



**W**hales have always scored highly in the eyes of the coin-pushing arcade fraternity, with their machines invariably leaning on the right side of parity. This time, they seem to have plumped for originality and novelty value as their main development criteria.

Called The Hoop, this mini basketball game resembles a pinball table, and plays like one of those punching parties you see at the fair. Punching the button on the front panel launches the ball in the direction of the basket, although careful timing is required to execute accurate three-point shots and other such moves.

Another gimmick is the addition of 'win cards' — little receipt-like slips that inform you of your score and performance. This seems like a great idea to us, as we've all had friends boast the occasionally astronomical scores you can get (usually when there's no one watching to back you up afterwards).

All in all it's a strange contraption, but somehow we don't think there'll be an Amiga conversion. It's worth at least one go if you see it, though — it only提醒 yourself not to play in again...!



Before booting...



...check peripherals...



...and eliminate interference

## NEWS

out, "we have to wait and see what our various programmers come up with. I will say this, though," he stressed, "... all future Atlanta releases for the Amiga must be compatible before we'll release them." And you can say better than that?

AmigaNet's spokesman Cliff Dennis was typically vague about the whole question, simply stating "We're not doing much floppy stuff for the next few months. No firm decision has been made, however, and we're still assessing the situation." Make of that what you will, all we'll say is: where is that copy of *Batt'n To The World* you promised, and when exactly will Alien 3 be completed?

As helpful as ever, *Code Masters'* Richard Eddy proclaimed "Codemasters will do their best to ensure that all games are compatible, while A1200-enhanced versions will be taken advantage of as the products are developed." Richard also added that, although "...no firm plans to develop A1200-only software are about right now, we are looking into the possibility."

Another Richard, this time *Cave Design's* engineer Mr Barclay, had this to offer: "Compatible? Well, to the extent that all our new games will be compatible, yes! Although at this stage, dedicated A1200 programs are only something we're thinking about..."



Coolsoft Vision's Emma Kreuz remained charming despite a cracking cross-channel phone link. The Paris-based software house had, she said, "...no plans ahead. But that doesn't mean we won't," she was at pains to point out. "We're still waiting to see what happens. *Dobble 3* will be out by the end of the year and logically that will be compatible." But what she couldn't tell us was how many it's going to appear in the title!

Simon Jeffery painted a very rosy picture of the 1200's future from his hide-out deep within the bowels of Electronic Arts HQ: "A special 1200-only version of *Descent: Part IV* is already complete," he enthused, "and our next game — *Synthesizer* from programmers Buldog — will be available in May... in two different versions! So yes, we're right behind the machine." Good news indeed, says us.

A mirthful Marissa from *Insigine* checked: "All our games will be compatible, but every one of our programmers is sleeping off the effects of the last Amiga software conversion so I'll have to phone back with firm details later," she says.

Head honcho Colin Courtney confirmed *Flair Software's* commitment to the new A1200 with these words: "Yes, definitely. *Trolls and Zoro Scorer* will be our first two compatible releases and, yes, we're seriously looking into the situation regarding A1200-only product."

Good news too from *Gameloft's* dynamic Dave Black: "We'll be letting off with a 1200-only version of *Nick Faldo*," he quipped, "and we've already had two more A1200-only games underway: a role-player called *Sorcerer's Sword Of Mendor* and, later on, a motor racing game." Dave, our breath is bated, noted:

He Software's Deborah Isaacs also had encouraging news: "Although our next two releases won't be compatible — they were developed before firm details of the A1200 were available — all later releases will be. Regarding A1200-only games, yes, we will be producing some... probably?" Nice one, Deb, and we bet they'll be the best games games in the world... probably!

*Millennium's* Product Development Manager, Tony Fagerman, can't get enough of the A1200: "It's an excellent machine, and given its insatiable [and, lets face it, he should know what he's talking about] appetite for games, Tony?" Well, all our new releases will, of course, be fully compatible, while we're still looking into the prospect of dedicated A1200 stuff." Fairly stuff.

Simulation experts *Microgenetics* would, you'd think, be able to fully use the A1200's capabilities. Our friend Emma of the Microgenetics HQ is inclined to agree: "...but we're waiting for the Hard Disk version of the machine to become available before committing ourselves. When it does, though, we'll most certainly

support it to the full!" We can't wait to see the fruits of their labour...

One of the country's largest — and richest — software houses, *Ocean*, had about the best news of all. First off, Pat Cawthron (who looks after their budget releases) told us: "We'll make all our Hi-Squad releases compatible where possible, and from now on we'll be putting stickers on every new release detailing just which Amiga the game will run on." Which is all well and good, but Pat Lockley, Ocean's PR supremo, had even more to say: "As it's such an excellent machine," he informed us, "from March onwards ALL our new releases will be developed on it. We've been using Super Nintendo until now, but the A1200 has a higher resolution, is so much better all-round, that from March all games will appear on the Amiga before any other format." Jolly good show, Ocean — that'll have those console cheats smiling on the other side of their pack-marked faces!

Finally, late in the day, we managed to pin down *Remageddon's* Abby Hains. "The games we're currently working on are unlikely to be compatible," she said, "although all our future releases will be." But what about *Sorcerer Scorer* (the A Team's all-time favourite game) we asked? Will you do a special A1200-only version? Oh go on! "You'll just have to wait and see..." was the tantalising response.

So there you have it. We haven't talked to everyone in the industry yet, but this was only ever intended as an initial ice-in-the-water type thing and, as such, we feel that some the summer it may well be worth a dip.

So far we've seen nothing apart from the A1200-only version of *Gremlin's Zool*. A great game in the first place, the company put a detailed costly backstop behind the action in the 1200 edition which, despite looking very pretty and showing off the machine's technical excellence, we feel just gets in the way. Bullets and spikes are hard to spot against the background, making progress frustrating, and the offbeat sound effects and samples (making use of all that extra memory) don't seem to fit the action quite as well as they should. They still sound amazing though.

As and when the A1200 gets more software of its own, we'll keep you updated. Good or bad, average or mediocre, you can be sure of one thing — we'll tell it like it is!

# SOCER KID

SOCER KID HAS REACHED MEXICO IN HIS SEARCH FOR THE MISSING WORLD CUP.....



COMING SOON: SOCER KID!  
ONLY FROM KRISALIS!!!



# NICK FALDO'S CHAMPIONSHIP GOLF



91%  
OVERALL  
RATING

90%  
OVERALL  
RATING

89%  
OVERALL  
RATING

88%  
OVERALL  
RATING

88%  
OVERALL  
RATING

IBM PC



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"As a true golfing experience it can't be bettered!" AMIGA COMPUTING

"Golf purists will love this to bits!" AMIGA ACTION

"The best looking, user friendly and playable golf game on the Amiga!" THE ONE AMIGA

# MASTER BLAST

There's nothing quite so satisfying as blasting things to bits reckons Ben The Bottin, games tester for Channel 4's brilliant Big Breakfast, although terrorising your neighbourhood with a Kalashnikov is liable to get you into trouble! Instead, why not relieve your frustration on one of Ben's top twenty shoot-'em-ups of all time (unless you live next door to Jeremy Boddle, of course!)?



## THE BIG BREAKFAST

10

AJ ■ MARCH 1993

### APIDYA

#### ■ Play Byte

Forget fly-spray, killing creepy-crawlies is much more fun in this horizontal scroller. And the baddies are the real stars of the show. Wasps buzz around the screen, ants crawl up and down plant stalks, giant slugs pour out hundreds of bullets, and dung beetles even throw their squidgey balls — we're used to getting all kinds of 'em thrown at us in shoot-'em-ups but this is ridiculous! Anyway, it all makes a welcome change from the usual spaceships and aliens, and the plant-filled landscapes are a lot more attractive too, though stray bullets can be hard to spot.

Powers-ups are essential to get anywhere. Collecting flowers dropped by dead bugs highlights the next most powerful weapon icon at the base of the screen. You can either select the current power-up, or collect more flowers for a better one.

Beautifully presented and incredibly compulsive, Apidya's a game to really bug you.



### BLOOD MONEY

#### ■ Shooters

As with many good two-player games, Blood Money features competition to beat the baddies, but also competition to collect the cash they leave behind. This is spent in the regularly appearing shops to buy all manner of multi-way missiles, energy, and lives.

The horizontal scrolling occasionally switches to vertical, forcing you to squeeze through narrowing gates. Despite the slow pace, the sheer number of enemies and gun emplacements make it difficult for our sluggish craft.

Each of four levels has a unique look and feel, enhanced by a change of transport: helicopter, submarine, jetpack and spaceship. You even get a choice of two starting levels, but completing just one is an epic challenge.



### BLASTEROIDS

#### ■ Kixx

This updated Asteroids adds a neat cooperative two-player mode and a much better long-term challenge. This entails clearing each of up to 10 sectors per galaxy. These contain various enemy ships, and different sorts of asteroids, including expanding 'popcorn' ones and others

containing leeches which home in on your ship.

A choice of three ships and a host of power-ups make things more interesting. The latter include a cloak of invisibility and the spectacular Popper which spins your ship, emitting streams of fire. Two players can even dock their ships together for extra power. Good fun.



10

AJ ■ MARCH 1993

# REVIEWS



## FIREFORCE

### ■ ICE

The horizontally scrolling, run-and-gun action is reminiscent of the ancient *Green Beret*. Snipers with enemy soldiers are realistic, with your gazer diving for cover from rolling grenades and gunfire. You can't go blasting mad like *Flambo*, as ammunitions very limited — more (and extra weapons) can be found by searching dead bodies, or exploring buildings.

Tension's further increased by a tight time limit.

12 missions range from an assassination to blowing up a bridge. First you must select the right equipment from the armoury: containing guns, rocket launchers, grenades, etc.

It's a great game for those who like more thought to their blasting. A Save Character option adds long-term appeal.



## INSECTS IN SPACE

### ■ 21st Century

Possibly the most attractive main sprite ever, St Helen's a big girl, and none too modest with it! However, the up-front graphics are overshadowed by compulsive *Deltariders*-style gameplay.

On each wrap-around, horizontally scrolling level, babies are under attack from nasty bugs. You must prevent them from picking up and stinging the little tots. A bonus is provided by the double nature of the levels: there are two landscapes (the top one upside down), each containing five babies. So you must scroll up and down to pass both arenas — a useful aid here is the warp (created by holding down fire): fly into it and it transports you to where a baby is being grabbed.

Shoot a few while it's carrying a baby, and the latter drops back to earth — catch the little rugrat before it splats! You can often return it to safety, or collect several babies before flying into a warp (while pressing fire) to collect a weapon power-up or skip several levels. It's all incredibly addictive.



## JIM POWER

### ■ Loriciel

This ultra-stylized platform shooter-up features stunning parallel scrolling of incredibly colourful backdrops, excellent character animation, plus a scintillating Chris ('Turkland') Hulbeck soundtrack. The muscular hero emits some wonderful grunting speech as he collects gun power-ups and bonuses. He later collects keys to top up the time limit, temporary shields, and keys to open doors.

As well as wild beams, bombs, and dragons, there's a plethora of traps: acid drops, falling barrels, spikes, and flames are all lethal. It all looks very pretty, and the platform-leaping blasting is pretty addictive too. Add to that alternative jet-pack flying levels and eye-peeling end-of-level guardians to annihilate and you wind up with an excellent blast.



## LLAMATRON

### Shareware

Jeff Minter's animal fixation continues in this bantamster, based on the *Robotron* coin-op. Your llama fires its litter at the wind baddies (Cobra cars, exploding hedgehogs, Flitz paper) which soon fill the screen. The llama's automatic firing enables you to hold down fire to lock its direction, so you can shoot a different way to the one faced.

Not only is there a great two-player mode, but you can even be assisted by a computer-controlled robot! Whether you play, it's pure psychodelic mayhem. The primitive graphics and outragous sampled sound effects add to the fun.



## MIDNIGHT RESISTANCE

### The Hit Squad

An accurate conversion of the classic coin-op, this military romp is another enjoyable two-player game. Knocking out enemy tanks while leaping over platforms and crawling along narrow passageways is great fun. The ability to rotate your gunline 360° by holding down fire and moving left/right makes control tricky at first, but adds an extra dimension to the action.

The scrolling backdrops look a little washed out, but there are some nice large articulated cars and tanks, requiring loads of fire to kill. Weapon power-ups come in handy here, including a flame-thrower, smart-bombs, missile-launcher, and assorted multi-way gunlines. These aren't collected, but unlocked from their end-of-level cabinets using keys dropped by dead baddies.



## PROJECT-X

### Team 17

This no-nonsense horizontal scroller has waves of aliens pouring onto the screen — shoot 'em all to reveal a power-up. Collecting one highlights the next more powerful weapon/effect at the base of the screen; as in *Deltaforce* you can choose to collect what's on offer or wait for a better one. Speed, guns, missiles, plasma, side-guns, magnums and lasers can all be improved several times.

At first, the game's very rough, as you try to kill lightning-fast enemies with basic gunlines. Collect some decent weaponry, however, and it gets slightly easier. Be warned, though, shooting enemy bullets is tougher when the screen's chockablock with explosions. And when you die, some firepower's lost.

An acknowledgement of the game's toughness is the *survive* option and easier cookie mode, a good introduction to a fast and truly furious shoot-'em-up.



## R-TYPE

### The Hit Squad

Though technically surpassed by more recent contenders, this old favourite's playability is hard to beat. Most impressive is the range of power-ups, most of which can be used simultaneously. Gradually arming yourself to the teeth adds much to the appeal.

Much of the game's strong tactical element involves using power beam weapon (by holding down fire) and protective shields to full effect. The latter can attach to your ship's front or rear, or be sent forwards to knock out enemies — especially those famous end-of-level lighters.



**SWIV****Kixx**

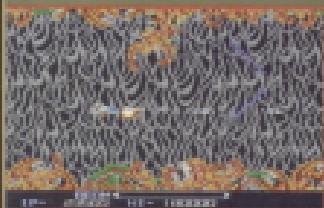
Not a bad version of the obscure coin-op, this horizontal shooter's main novelty is the dragon under your control. It looks more like a snake with its curling, bullet-deflecting tail. With clever maneuvering you can roll this tightly around the dragon's head for near invulnerability.

**ST DRAGON****Kixx**

Not a bad version of the obscure coin-op, this horizontal shooter's main novelty is the dragon under your control. It looks more like a snake with its curling, bullet-deflecting tail. With clever maneuvering you can roll this tightly around the dragon's head for near invulnerability.

If you can resist this temptation, it's a fair old blast with attractive backdrops and scores of enemies. Most impressive are the large looping cheetahs and spectacular end-of-level crashes — the first one's a laser-splitting bolt!

ACTION FACTOR

**74%****SILKWORM****Tremex**

This brilliant horizontal shooter features well-designed levels and a good two-player mode. As in the later *Star Wars*, this is made more interesting by the different vehicles: one player pilots a helicopter; the other drives a jeep. The latter is less maneuverable, but compensates somewhat with the ability to rotate the gun in a 180° arc.

Even so, it's harder playing the jeep — unless your comrade helps out by shooting some of the ground-based enemies. Mind you, there are more than enough aerial foes to keep both players busy, and on later levels the action erupts into total destructive mayhem. Devastatingly addictive.

ACTION FACTOR

**90%**

As well as providing superlative graphics and sound, the technical excellence extends to an innovative continuous disk-accessing system. So there's no time to take a breather between levels; the nonstop action all the way, on one vast landscape! And all for under a tenner.

**STAR RAY****Logotron**

This golden oldie's passable scrolling and sampled sound FX aren't so amazing nowadays, but the Deflektor-style gameplay's as enjoyable as ever.

Far from being a fast-and-furious blast, *Star Ray* relies more on tactical, skillful shooting to prevent alien ships landing on your planet.

and sucking them dry. Mindless blasting gets you nowhere, destroying power-ups and disintegrating bombs into dangerous tiny pieces. Contact with enemies and bullets rapidly depletes your energy — you only have one life, so you've got to be careful.

The slow game pace may not appeal to some, but it's well-designed and by no means easy. Well worth the five asking price.

ACTION FACTOR

**78%**

# FEATURE

## TURRICAN

### Kixx

■ Never has a hero been so well equipped! Turrican's weaponry includes grenades, mines, energy lines, guitars and that famous laser sword which rotates 360°. Power-ups bestow extra lives, temporary invulnerability, and rock-rebounding multi-way fire.

All this firepower is needed to deal with the baddies which swarm all over the epic, multi-directional scrolling levels. Different weapons come in useful for defeating different enemies, but you need the lot to kill the massive end-of-level bosses.

Turrican gets the lot: graphical and sonic excellence, enjoyable exploration, intense blasting, tactical use of weapons, platforming — there's even a vertically scrolling section.

## TURRICAN 2

### Kixx

■ Bigger and better than its predecessor, this slick arcade adventure-cum-blaster even incorporates a horizontally scrolling shoot-em-up, with the hero piloting a spaceship.

On other levels, he's even more equipped than before, with a souped-up laser sword and stunning super-armaments: in gyroscopic form they spin around the screen in a destructive frenzy.

Most impressive are the superbaddies which crop up not just at the end, but in the middle of levels too! Some of these are several screens high — a programming feat unequalled in any other game.



## VENUS THE FLYTRAP

### GBH

■ It's not exactly the fastest, most furious horizontal scroller but Venus has a certain charm. As in Apollo the theme is bugs. You play a robotic fly which can't fly. Instead it crawls along, leaping into the air to reach higher platforms. Nasty beetles and hoppers populate the



## XENON 2 — MEGABLAST

### Biltemp Bros/Benegade

■ With a thumping bomb The Bass soundtrack (released as a single) and imaginative graphics, this is a very slick shoot-em-up. Not that the vertically scrolling action is any less impressive. There are always plenty of enemy ships weaving around the screen, and the superbaddies are truly impressive — especially the giant spider.



Thankfully, your ship can be armed to the teeth by picking up weapons and power-ups, dropped by dead aliens. However, the really powerful armaments are only available in the occasional shop, where collected cash is spent on homing missiles, mines, Ram-thrower and the spectacular Super Hashwan Power (though this only lasts ten seconds).

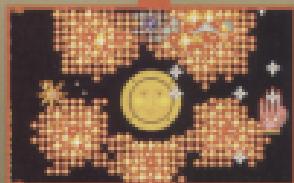
Even so, this extremely tough, varied levels provide a big challenge. It's a Megablast, all right. Watch out for it on the forthcoming Bitmap Disc volume 2 compilation.

## WICKED

### Electric Dreams

■ This shoot-em-up cum strategy game features some unique single-screen action. You control a sun, blasting at the resident large baddies, and the choices he emits. However, he's really just an annoyance — the main gameplay involves cultivating good (angry) growth, as it eventually conquers its evil (idle) counterpart. As well as shooting bad growth, you must collect and plant the good seeds which regularly appear, to create more growth-generating portals. In addition, evil seeds must be destroyed before they turn into portals.

It's a fascinating, hectic struggle, made more interesting by power-up effects and the daily cycle. It's daytime your growth is quicker; at night it dominates — so the balance of power edges one way, then the other. Totally absorbing, it's the thinking person's shoot'em up.



## Z-OUT

### Kixx

■ A big improvement over its long-winded predecessor, Z-Out, this two-player horizontal scroller's very polished. It's much faster paced than R-Type, though the power-ups aren't as good — especially in two-player mode.

The speed of the action is impressive: enemy ships and aliens zip around the screen at a frightening rate. So the built-in autofire feature comes in handy.

Despite the high technical quality, the gameplay somehow lacks that ingredient X to make it really special.



ground, while insects and flies buzz through the air. Larger insects drop bonus pods when shot, collected for extra time, temporary invulnerability, and ammo. The latter is very important, though your basic gun never runs out, the more powerful weapons soon do. The ability to switch between these adds to the strong tactical aspect. Possibly the most innovative feature is the way you fly can walk (and jump) upside down at certain points — very disorienting, but fun!

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# TROUBLE VANGOR



**Swoon at the amazing artwork. Gasp as you slaughter your mate in a head-to-head. Marvel at the cleverly-designed fantasy world. Faint when you realize you've got a packet on the cover for free!**

**Steve Jackson's BATTLECARDS are here, and they're here to stay says IAN 'SCRATCH AND SNIFF' OSBORNE...**

**T**rading cards are a multi-million dollar industry in America. Footballers, baseball players, even famous murderers are sold and swapped all over the States, and with base cards costing several thousand dollars worth on eBay—jacketed baseball trading cards are.

However don't journey as our stainless steel currency may be (not maybe just plain boring), unless American exports such as The Simpsons, plateauscripts and hamsters, trading cards never really caught on in the UK. But all was not that could change. *Game Workshop* co-founder, *Fighting Fantasy* writer and top wargame designer Steve Jackson has teamed up with Merlin Publishing to produce *Amescale*, a swords-and-sorcery card collection with a difference!

# IN RIA

Unlike normal trading cards, Battlicards are more than just collectable images. The cards and the world in which they're set form a complete role-playing game in itself, with heroes, villains, monsters, quests, treasure, magic, and everything else you'd expect to find in a Tolkein-esque fantasy game.

## Wilted Continent

Battlicards is set in the land of Krangoria, a wild and dangerous continent split asunder by warring factions. After the death of the Benover Emperor Vangler, his three sons fought bitterly over the throne. Each armed himself with one of the three forces dominant in the continent: Justice, Chaos and Evil. In an thus shattered land (the blood of the Battlicards is split).

In such violent and dangerous territory, rights to the death are common. These are decided using a unique scratch-off ink combat system, using the same scratch-off ink found on lottery cards. Common moves, spell casting, trapping and treasure collecting are all utilized in this way. When two champions (heroes or assassins) cross swords, battle commences as follows: first is a coin to see who starts (or play one of the many card and yard games offered elsewhere). The first player to strike then scratches off one of his opponent's head, body, arm or leg spots (see illustration), revealing a blank space (miss), a shield or a spell icon (such as blank in the basic game), or a reward. Play then passes to his opponent, who does likewise.

After the second and subsequent rounds, the attacker scratches one of his opponent's life boxes. If a skull and crossbones is revealed, the fighter is dead, and the struck warrior is said to be the property of the winner. As well as being a card collector's card, each ein also carries a bounty — so the punter can see what you've won!

## Role Call

However, there's more to Battlicards than just scrapping. Within the set there are also ten Quest cards, consisting of puzzles solved through searching other cards for clues or symbols, as in 'The Rings Of Hanek-Bur' you



## PLAY THE GAME!

To play Battlicards, the contestants line up about three feet away from a wall. In turn, each tries (takes between index and middle finger) to scratch at it. The one who cards placed to the wall wins the other cards.

The curiously named Southerner Do Have Ein is also played by lining cards, but this time you don't need a wall. The contestants flick their cards until one lands on top of another, however slightly, winning all the cards in play. A stronger version of Soucess, Stone and Paper uses the lower ribbon under the text on the reverse of the cards — stones beats fist, fist beats shield, and shield beats paper.

For all these and more, check out the Yard and Card Games cards.



**A**fter the death of the Benover Emperor Vangler, the Continent Of Krangoria was thrown into a state of anarchy and strife. As the forces of Evil, Justice and Chaos struggled it out for the crown, the continent split into four separate territories.

Separated from the Southern Kingdoms by the Jhar Plains, the Darklands are administered by the undead hordes of the Lord of Darkness to the East and tribes of Hill Goblins to the West.

that search for five magical rings hidden during the sack of Vangler's Capital of Constantia. The rings are painted on other cards — but can you find them?

Solving a Quest entitles you to a reward, a sum of gold collected by sending your solution to the publishers. This can be used to buy rare Woodman Treasure cards such as the One Of Blowers or the Amulet Of Eternal Beauty. They do appear in packs, but only very rarely (they're

## WHAT'S THAT FUNNY SPELL?

■ Spells are to be used, each combatant chooses (secretly) a set number before starting — unequal numbers are permitted. Each time an attack reveals a spell symbol, the defender is then able to cast a spell by

scratching off one of the six spots on a spell card. Unless this reveals a resisted symbol, the spell takes full effect.

Each spell can only be used once in each battle.

South-West of the Darklands is Quaine, home of the noble Prince Gaillard, sworn enemy of the evil sorcerer Lord Vergence.

The Eastern territories are a wilderness of deranged pygmies, savage warthogs and Barbarian Warriors forever locked in tribal wars. To the South lies Dzozon, ruled by Zheena Highblade, High Priestess of darkness, the god of evil. But the forces of truth led by Augoe Thundabar have begun to weaken her hold...

suspected to be valuable treasures often will, but can always be found in Pidgey's Steven's Trading Post an outlined elsewhere.

There are 149 Battlicards to collect, and they are available from all good newsagents, comic and game shops. At 50p for a set of eight they're far cheaper than most collect-and-swap offerings, so what are you waiting for? Unleash that sword and get scratching right now!

## ADVANCED COMBAT

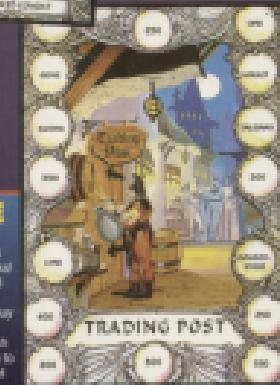
Want to add a little spice to your battles? Advanced Combat cards allow you to do just that!



Each Advanced Combat card (there are eight in all) specifies a target for your attack (leg, head, etc.) and two areas for defending. On each round of combat players must ally select a card. Both are shown together and the attack is resolved, eg if your card attacks the head and your opponent defended head and arms, you missed. If you attack arms, and he defended legs and body, you've scored a hit and can scratch an arm spot. When all Advanced Combat cards are exhausted, pick them up and start again with a full hand.

Like basic combat the battle continues until a combatant is killed, though if both fighters die in the same round purses are exchanged but no stakes are won.

*Like basic combat the battle continues until a combatant is killed, though if both fighters die in the same round purses are exchanged but no stakes are won.*



## BARGAINS GALORE

When States's Fighting Fantasy one of the best-known landmarks of Vengaria — perhaps that's why it's as common as mud in the Battlegrounds pack! The eight Bloodous Treasures of Vengaria are sold here. Just scratch off two spots, and if it's a treasure and the owner's a sum of money, you can buy the artifact in question. If not, sorry — sold out!

To 'buy' the treasure you need the necessary cash (Gold speared credits, striken fighter's purse, etc) to the publishers and they'll send you the treasure card in question.



All the heart of the Battlegrounds combat system are the "Scratch and Buy" spots representing various body parts.



Combat icons are covered using scratch-off paper.



On the reverse, the champion's details and combat rules are outlined, and the artist's signature displayed.



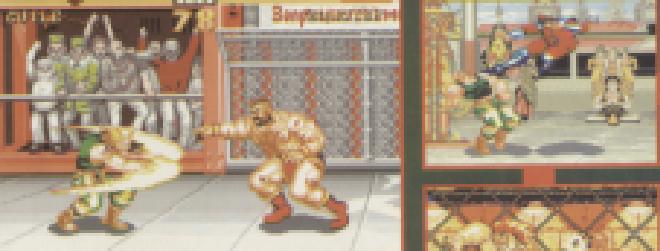
## THE ART OF THE MATTER

**B**attlegrounds are illustrated by some of the finest fantasy artists in the business, such as Lee Edwards, Peter Andrew Jones, Tom McGaugh, Terry Dakker, Peter Cradock, Cisco D'Achille and Woodward. They're already well known for their work on Fighting Fantasy gamesbooks, board and role-playing games and record covers. Each artist has his own self-painted card, complete with tongue-in-cheek biographical notes on the reverse.





# STREET FIGHTER II

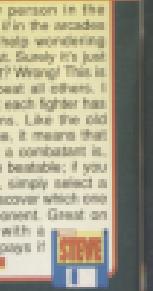


■ What makes the game stand out from other beat-'em-ups is a host of spectacular special moves, like Honda's Thousand Hand Slip, Chun-Li's Spinning Bird Kick, and Blanka's shocking electricity.



■ Hyped to the hilt, I can't say I was that enthusiastic when the finished version of Street Fighter II finally arrived at the office. Early copies were bugged to bugger, apparently, thereby gaining bad scores in other maps — we decided to make our judgment on the final version, even if it meant we were "scoped" — although US Gold have generously offered to replace dodgy copies at no extra cost...

I seem to be the only person in the galaxy who didn't play SF in the arcades and, at least, I couldn't help wondering what all the fuss was about. Surely it's just another beat-'em-up, isn't it? Wrong! This is the next-best-to-nothing, er, best of all others. I especially like the way that each fighter has his/her own pros and cons. Like the old paper-scissors-stone game, it means that no matter how competent a combatant is, they're always going to be beatable; if you continue getting trounced, simply select a different fighter until you discover which one best deals with your opponent. Great on your own, even better with a mate. In this instance it pays if you DO believe the hype! ■



STEVE  
H

## ■ US Gold, £27.99

**T**he Christmas hype was enough to make anyone sick (if they weren't already, after eating all those mince pies!), but you have to admit: Super Nintendo Street Fighter II is a darn good game. I certainly enjoyed getting beaten up by my nephews in it. Even so, the £25 price tag is harder to swallow than a turkey wishbone.

Enter the infinitely more affordable Amiga version. For those unfamiliar with the game (what planet are you from?), it's a one-on-one beat-'em-up, an old genre which it has single-handedly resurrected. It rates its countless predecessors with the invention of eight extremely varied combatants, each with their own unique fighting style and a host of special moves.

For example, Blanka is a Brazilian coin-faced monster who, apart from plenty of standard leaps, punches, and kicks, can erectly his body to fly his opponent! He can also perform a nifty rolling attack, and even bite his opponent on the face!

### Six onto one

Of course, performing this incredibly amount of moves initially was easy on the SNES, using to six buttons. The big challenge for an Amiga conversion was always going to be how to achieve the same with a single button. Well, programmers Creative Materials have done an admirable job. On a normal joystick, you can access moves with most of the eight directions (punches in forward direction, kicks backward). You get



■ The side-on's bonus sections are even included: flaming oil drums (above), rolling barrels (below), and car smashing (right).



different moves depending on whether you're standing, crouching, or jumping.

Things are slightly easier on a two-button joystick (you can use Sega and Nintendo controllers, but extra buttons aren't utilized by the Amiga's joystick), with your button for punches, the other for kicks. Alternatively, you can use a combination of joystick and keyboard — or even just keyboard if you prefer!

In addition, when you're very near to your opponent you can perform a throw or hold peg Honda's fatal hug — some characters can even do throws in regular. One or two obscure moves are missing (eg. Blanka's rock crush), but it's hardly noticeable during the insulted action.

As in the SNES game, each character's two-three special moves are accessed via rapid fire pressing of a sequence of directions — same trickier than others.

### Hard to beat

I found just a normal joystick adequate — at least after a bit of practice to try out all the combinations. Unlike many game beat-ups you can't really tell off or two moves to defeat computer opponents — even on the easiest of ten difficulty levels. After choosing from the eight characters, you take on the other seven, each of which requires different tactics to beat (see our comprehensive playing guide on page 68). If you manage to beat them all, you get to

■ Honda defies gravity with a Super Head Butt (below), while Indian guru Dhalsim stretches his mind (and his legs) to beat foes (right).



■ Some of the characters can produce fireballs (above & left), but we still have Chen Li the best!

Having played and been suitably impressed by this on the Super Nintendo, I couldn't wait for the Amiga version to come out. Well, here it is and it's something of a classic. All the sampled voices and wonderfully detailed graphics are there, and the action still remains as fast and furious as ever.

Possibly the only thing that could prove Street Fighter II's downfall is the control method. With a joystick (and their multiple fire buttons) control becomes simplicity itself after a few turns. Unfortunately, as most Amiga owners use joysticks, I can envisage a fair few infuriated fighters struggling to access those special moves. Now I know what Ryu means when he shouts "hadouken". However, it must be said that it's been worked out as well as it could.

Despite this minor flaw, I'd still say SF II is the best beat-'em-up ever to grace the Amiga, with the second best two-player option of all-time (Sega's Virtua Fighter coming first, of course). ■

**Playing almost identically to its console counterpart**

fight four even tougher peers with spectacular special moves.

While the solo game is one hell of a challenge, the two-player mode is where Street Fighter II really excels. Trying out various combinations of characters (on different backdrops) is great fun, even if you do have to walk a short while to load them from the game's four disks. As in the SNES version, a handicapping system allows novices to compete against experts, and after each best-of-three bout, a table shows

the number of victories/losses with each character.

Having played both versions extensively, I can say that the Amiga one's just as competitive, playing almost identically to its console counterpart.

Graphically it may not have all the frames of animation, but more could've lengthened disk accessing unnecessarily. The backdrops, while not as impressive as the console's snazzy ones, are attractive enough — apart from some jerky scrolling. Sound fares better, with crunching FX and sampled grunts and speech.

It may not look quite as pretty, but for almost 40 quid less, you're getting an almost identical game. In fact, it's even got one over the SNES version, with the inclusion of the side-on's car- and barrel-smashing bonus sections!

■ Choose from eight vastly different characters and 12 worldwide locations for your snap (whatever happened to the car park?).



**Post-Xmas hang-overs**  
are usually horrid, but there's one sort we love. They're all those games that were meant to hit the shelves in time for Christmas, but were somehow delayed and are only now emerging from Santa's sack. Far from being bad, this is, in fact, a very good sign that the software companies have taken time to develop products fully, rather than rushing them out for the lucrative Yuletide buying frenzy. Just take a look at the goodies coming your way...

## ALIEN 3

### ■ Accolade

Personally, we thought Alien 3 was the weaker of the film series. Although the special effects were good, and the director tried to go for the less action/more suspense theme of the original movie, it was a little disappointing. If you've got any idea of how the plot went, you'll know the heroes didn't have any guns — which is why they had such problems with the beastie.

However, using a touch of artistic licence, the computer game is an arcade shooting festival with loads of aliens and multiple weapons. We were impressed by the Mega Drive version, and over the moon to hear it was being converted to the Amiga. From what we've seen of it so far, it looks to be a must-buy, with threatening sprites being blown to kingdom come, looking and screaming as they go. It all looks very promising, although the scrolling seems to have taken a knock during the conversion.



# JUST AROUND THE CORNER

## THE CHAOS ENGINE

### ■ Renegade

I last told you my eagerly awaited shoot-'em-up is nearing completion and it's going to be a classic. With a plethora of enemies, and weapons to shoot them with, simultaneous two-player mode and CPU assist, Chaos Engine is going to be one of the most violent and frenetic bouts seen on the Amiga so far.

While the basic game formula is, well, basic, that's no problem when the Bitang Brothers are around. You've all seen how they took the vertically scrolling theme and made Xeon II (one of the greatest shooters ever), so there's nothing to worry about in the action stakes. As soon as the FULL version comes in, we'll give you a review. Until then, you'll have to look at these lovely screenshots...



## CAPTIVE II

### ■ Mindscape

Press releases are often taken with a pinch of salt. After all, a company's hardly going to list the faults in their forthcoming releases, and it's all too easy to use the English language to be without actually using any commas.

So, in belief, another little informative wodder winged its way into the AMIGA FORCE offices. Initially we were confused, secondly we were puzzled, thirdly we were amazed — Captive II sounds good! Here's an example: the game is played in 4,096 randomly generated cities, each with nine segments, most comprising over a thousand buildings!

It's set to be the ultimate role-playing game. Taking control of four shorts, it's your mission to rescue people imprisoned by the corrupt 'Discopy'. We can't wait to get wading through the cities, and with a release date of March we haven't got that long to go.



## EURO SOCCER

### ■ Flair

As the software industry has developed, many attempts at bringing the perfect arcade soccer sim to a home computer have been made. After all those years, a game called Sensible Soccer arrived that, by all accounts, kicked the opposition off the field and blew up its changing rooms.

Could Euro Soccer be the one to supersede even Sensible? The side-on view is a departure from the 'Goal According To Kick Off' (these overhead views inspired many a derivative product), and the addition of penalty shoot-outs and overhead goals could make for some interesting action.

Unfortunately, it arrived a little too late for review, but be assured, we'll be comparing it with the opposition during the weeks up until issue four.



# ROUND UP

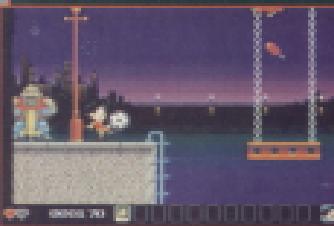
## SOCcer KID

### Krisalis

Amiga soccer meets the forthcoming Arabian Nights! Maybe so, but the Soccer Kid demo we've played looks good enough to be judged without endless comparisons. Both original and enjoyable, it gives an interesting twist to the platform genre as well as plenty of opportunity for ball control.

As you'd expect, the plot is on the right side of silly (or should that be wrong side?), depicting the theft of the World Cup by an alien pygmy. After the Cup's been subsequently smashed and the scattered in six different world locations, it's up to the football-mad Soccer Kid to retrieve and re-assemble it.

Surely obscure? Fortunately the developer wiped the mud taken off their moccasins after writing that little lot and came up with a serious contender in the "best Amiga platform stakes". Hopefully, it'll arrive in time for a review next month and hit harder than a Stuart Pearce free-kick in the lower abdominal area. Or something like that.



## CHUCK ROCK II

### Core Design

After the tremendous multi-format success of Chuck Rock, a sequel was pretty inevitable. Perhaps the only problem [as we saw it] would be changing the game sufficiently to make it a progression, as opposed to the usual trap (advances for backwards, even).

After finishing his adventures in the first game, Chuck used his shrewd business mind to market a new design for prehistoric cars. His company, Fand (green), became a raging success, and the future looked bright. Unfortunately (and the brilliant introductory sequence details this), Chuck was kidnapped by a rival manufacturer desperate to blow out the competition, and it's your job (as Chuck Jr) to save him.

Chuck Rock II looks to do what Joe And Mac attempted, to bring a true console-style platformer to the Amiga and make it as stylish as it should be. After all, the Mega Drive is a trink, and we can't have the Amiga outcome by that, can we? The demo version we saw was nearing completion and played very well, with some outstanding graphics. Hopefully, this won't mean hours of disk accessing — but if it does, it'll probably be worth it.



## PREVIEWS



## BATTLETOADS

### Mindscope

Teenage Mutant Ninja Turtles? Pah! — how could they be teenagers when they don't swear? Did any of them argue with Splinter about tying their room or staying out late? They were also a tad temperamental and unpredictable — every time, the bad guys would escape relatively unscathed.

Well, the Battletoads look to stick a finger up to these immature negatives because according to Mindscope, they don't cry, hide, or call for help. Battletoads get real MAD — and then they get EVEN!

The three toads (namely Zed, Rush, and Pimple) have to rescue the best looking princess this side of the Maxillion Star Cluster. To do this, they've got special weapons and moves, from the dodgy-sounding Banzai Blurt to the slightly more standard Space Board. Of course, the simultaneous two-player option will offer opportunity for extra violence, and the 12 levels should offer a lasting challenge to all those willing to grasp the motto, *Conquer or Perish!*

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# DALEK ATTACK

<sup>1</sup>See also the discussion of the relationship between the U.S. and India in the section on India's role in the world.



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# GALACTIC WARRIOR RATS

■ Alternative Software, £9.99

**T**his plan-view maze game involves lots of shooting and a little strategy. You travel through holes in the floor to different levels, and log onto consoles to get extra weapons and power-ups.

Sound familiar? You bet your nothin'-soakin' grandpa it does — remember Cytron (reviewed last month)? Ross is the inferior of the two. That's not to say it's a particularly bad game, far from it. For a start, there are more weapons to collect, all with their own power and characteristics. These are added during the nitty-gritty section, where you see them attached to your own battle-wagon. Goodies are bought with cash found in the smoking ruins of enemies, while wandering through maze-like interior to Cytron.



■ *RoboCop 2* is a fairly good game, with a mix of well-animated sprites shooting the living daylights out of one another. The action is frantic, with large levels offering long-term enjoyment.

However, some annoying glitches almost ruin it all. On dying you're frustratingly returned to the beginning of the current level. Also, the control methods'sicky: you can't jump straight up into the air. This makes jumping between the platforms a nightmare, especially when you're fire from every angle. ■

## The rat-army race

A trio of rats make up your three lives, and you can swap between these at certain terminals. It doesn't add much to proceedings, but you have to be careful during swiping. After all, you don't want to spend all of your money on one rat only for him to get killed, leaving the other two unequipped.

Rats isn't exceptional to look at or listen to, but has a definite charm. But despite its lack of any serious flaws, if you own one game like this, you've probably seen all they have to offer. Nevertheless, Rats offers better value for money than Cytron which, underneath, has graphical glee. **HAMMER**

features almost identical gameplay.

**TIP TIME!** Don't attack with all guns blazing — hide behind scenery when the enemy fires, then pop out and the hell out of them.

# BUDGET REVIEWS

# BUDGET BARGAINS



■ You won't be screaming 'Robot' if you buy this budget buster. The blasting combat action is an aptly cat-and-mouse affair, with you ducking behind scenery to avoid enemy fire. Most impressive is the array of weapons and vehicles to add to your wagon. The ability to swap between your three rats adds an extra tactical twist. Even though reworking labyrinthine levels eventually gets repetitive, gradually upgrading your weapons to face tougher battles is an enjoyable process. ■



# ROBOCOP 2

■ *The Hit Squad*, £7.99

**A** movie licences go, this one serves the public just pretty well. The futuristic version of the Tin Man blasts meekers galore as he strides through epic, multi-directionally scrolling levels, searching for nanotic Nuke capsules and hostages. The latter must be rescued; no careful firing is needed to kill them (and incur an energy loss) — a tricky task when you're being shot at from all sides.

Robo's energy level is represented by a Coke can (gradually getting crushed) — so, fittingly, he can recharge by collecting the sugary soda pop from vending machines along the way. Other notable features include lifts, conveyor belts, hover pads, and weapon power-ups for up to five-way fire.

## Fried chips

After negotiating an old warehouse (by no

**You sure get a lot of game for your money**



means an easy task), you get a breather in a maze-style puzzle game, removing Robo's tatty memory chips without backtracking.

Following a cursor-aiming firing range, the thematic action continues in a massive brewery, where you can even drown in a vat of alcohol — what a way to get after another puzzle game and firing range, Robo boy.

Hotkey riding horses, EC-2000s, and an ultimate confrontation with the evil RoboCop 2.

For under eight quid, you sure get a lot of game for your money. The main arcade-adventure levels present a huge blast-em-up challenge, while the more thoughtful sub-levels add great variety to the action. Just like Maze, *RoboCop 2* offers instant gratification and long-term addiction.



**TIP TIME!** Don't shoot the waiting hostiles — rescue all ten from the first level and you'll be rewarded with an extra life.

# BUDGET BARGAINS

■ GBH, £7.99

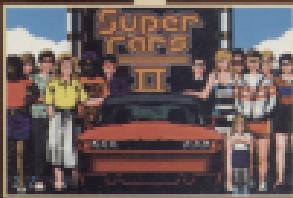


Want racing be easier if you could just blow your opponents off the road?

Created by the programmers of the Lotus series, SuperCars II allows you to do just this in the racing equivalent of Street TV.

Viewing the track and cars from above, you must finish in the top five to qualify for the next race. Championship points and prize money are awarded — more can be won in the multiple-choice interview with a policeman, journalist, etc. Money's spent on repairs and some interesting power-ups, including extra speed, armour, and a host of other cool weapons. Of course, the means higher qualification places can be reached through cheating (as the guy in front), but driving skill is still the essential element in winning a race.

Money's spent on repairs and some interesting power-ups, including extra speed, armour, and a host of other cool weapons. Of course, the means higher qualification places can be reached through cheating (as the guy in front), but driving skill is still the essential element in winning a race.



## Super-Supercars

SuperCars II reminds me of the old Supersprint arcade machine. Like that game, there are little additions such as opening/closing gates to provide shortcuts and the occasional ramp to jump. The main difference is the scrolling tracks and split-screen two-player option, each adding extra depth to the proceedings — plus, of course, the weapons.

The change of perspective hasn't made it a better game than Lotus — more of a step sideways and off on a tangent — but it's still a well-

entertaining racer, and a bargain at the budget price.



**TIP TIME!** Always repair your car before buying weapons — they're no good if you get destroyed.



■ **SuperCars II** is one of the most playable two-player games you can get. As in Lotus, there's a fascinating mixture of competition and cooperation between the players. The former is even more intense with the addition of weapons, but you can't get too carried away; one of the players must finish in the top five to allow both to qualify for the next race, the gripping stuff.

# WORLD CHAMPIONSHIP BOXING MANAGER

■ GBH, £7.99

If you're familiar with football management games, you'll know roughly what to expect. WCBM is a point-and-click product, based around several screens offering either information or options. You start the game with the opportunity to sign up to three potential boxing heroes, each with his own attributes and weaknesses. After setting up the contacts and naming with the necessary parameters, you can begin training — an essential part of the boxer's career.

## Are you storing at my misses?

Now all you need is fights. Clicking on the telephone brings up a list of rival promoters. You've got to bargain with these to get a fight at the right time for the right price, as

well as ensuring your man has a chance of winning. Having come to an agreement, you go through the formality of informing the two boxing federations that a fight will take place, and you can go and observe the bout...

It's not exactly the most enthralling management game I've seen yet, but neither is it the worst. The read-only match commentary is pretty uninteresting, but I suppose it serves its purpose. The main problem is that WCBM has no real feeling of weight. It plays well, but seems decidedly 8-bit in its architecture — it's very shallow due to the low number of options. Nevertheless, on budget, it's certainly a contender for your money.

**Plays well, but decidedly 8-bit in its architecture**

plays well, but seems decidedly 8-bit in its architecture — it's very shallow due to the low number of options. Nevertheless, on budget, it's certainly a contender for your money.

**TIP TIME!** Ask your shapely secretary for every file possible — to keep up on all the boxing information, of course...



■ Programmers Colossal Games made one of the best football management sims ever in Football Manager. Sad to say, their partner's boxing competency is completely lacking here. Training your fighters and setting up fights is a simple affair, and the big fight's a terrible simulation. Once your fighter's in the ring, there's little you can do to help him. Working on the break time between rounds is initially sensible, but tactics are limited to a handful of fighting styles.



# SMASH TV

## The Hit Squad, £7.99

This barbaric game-show has one or two contestants greedily grabbing goodies while under attack from gun-toting snakes, snakes, electro-balls, tanks, and even exploding geese. The shoot-'em-up action takes place within the confines of a single screen, so skill measuring is needed to avoid the swarming snakes, bullets, and mines. Power-ups are an essential aid, including multi-way fire, rockets, a protective ring of fireballs, and shield.

Kill all the enemies which stream out from the doors and you can exit to the next screen (you often have a choice of route). At the end of each of the four levels, there's a massive superboss to smash.

### TV bloopers

This is one game I've played on virtually every format going and, sad to say, the Amiga conversion's the most disappointing.

Programmed for the American NTSC television standard, when played on UK (and European PAL) TV's a huge black border appears at the bottom of the screen, and the graphics all look squashed. However, this can be rectified by holding your Twinstick's vertical expansion keys, or typing MTSC on Action Replay.

On the playability front it's not quite right either, with extremely generous collision detection. The ability to run unclothed through hordes of

enemies is perturbing. Another flaw is the way mines appear over the top of mines, completely obscuring them!

It still plays pretty well, but somehow lacks the feel of the coin-op. Even the rip-off Public Domain version captures this better, though that only has one level.

**TIP TIME!** Keep on running — you're more likely to get hit when standing still. Don't be greedy though; survival is a lot more important than nice prizes!

# PIT-FIGHTER



nose-bleedingly accurate in their implementation. You honestly feel you're being kicked in the groin by an otherwise-weak fighter. Picking up and throwing chairs, crates, even your opponent, is also great fun.

The only flaw is that the controls are a little sluggish at times. Even so, Pit-Fighter is a bargain cult-budget. You'd be a lunatic to miss it.

**SMASH TV** on the Amiga is a strange affair, completely lacking the brutal atmosphere of the coin-op. Don't get me wrong — it's by no means a terrible game, just a mediocre conversion with some of the worst saved noises I've heard since the 8-bit 'white noise' sound effect.

For a budget game, it's not that bad. And if you're a fan of the original, there's enough here to keep you (mostly) satisfied.



There's nothing like a brutal beat-'em-up, and there's none quite so brutal as Pit-Fighter. The Amiga conversion compares very well with the coin-op and Mega Drive version, although the solitary joystick button means utilising all the diagonals for the many moves. With practice this is no problem, and you're soon bashing the excellent enemies, collecting weapons, and throwing things around. It's a lot of bruising fun, especially in two-player mode, with the fighters often knocking each other down accidentally.



ISSUE THREE ■ MARCH 1990 ■ 27

## The Hit Squad, £7.99

This is the most violent beat-'em-up I've ever played. I wasn't expecting it to be too good, especially after the disastrous SHIELD version, but the Amiga game rocks.

Pit Fighter is cool. Never before have I seen a game that gives such a feeling of weight behind the characters' movements. Little touches like the spray of blood following a hefty kick to the nose are great — although can't help but think certain parents will disapprove strongly.

### It's a knockout!

All the same, it's only a game and the action is only pixelized — at least until you start the two-player game. Here you team up against two opponents per level — well, you're meant to... Many an argument is started by turning off and leaving all the unpleasant business to your partner. Knocking him down doesn't improve the relationship either, though this is fair enough in the player-vs-player grudge match after every two levels.

The character movements and actions are



**Movements and actions are nose-bleedingly accurate**

**TIP TIME!** Pick up all the objects lying around and chuck them at your opponents — if you don't, he will look out for the power punch coming on the later levels.

# BUDGET BARGAINS SWITCHBLADE II



The hero may think he looks clever with that gun arm, but if the guy can't fight while he's standing on ledges, there's really not much hope for him. I've got so used to games like Knoutz the Clown who can jump and fire at the same time, it's a great, if unsound, platform game and a fair old challenge for mapmakers and joystick jockeys alike. ■

**■ GBH, £7.99**

**T**ake the original Switchblade, give the hero a gun (attached to his cyber-arm), and that's what you get — maybe it should've been called 'Switchgun'?

The focus of the gameplay is still the exploration of epic labyrinthine levels full of 'em hazards, with sections blocked out until you visit them. As before, this helps avoid accidental backtracking. There are also many secret rooms to find, specced by smashing destructible walls.

Ladders enable you to climb around the many platforms, though the hero can jump almost to the top of the screen. If there are no obstacles (or pulling the joystick down, there are).

**"The sequel's souped-up action makes for greater playability."**

**TIP TIME!** To climb off the walls, some of the destructible ones guarding secret rooms are remarkable.

# JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH

**■ GBH, £7.99**

Squash isn't the easiest sport to simulate. Much of the real game depends on the reflexes of the players. Without this factor, a computer can rest solely heavily on the limited tactical aspect: varying your shot to catch your opponent off guard, and ricocheting the ball off several walls to confuse him further.

Jahangir implements this well, though you can only angle shots in 45° increments, at one of three strengths. This makes it easier for the computer to surprise you; a good lead to a return very long takes. Changing the ball to a less-bouncy one helps avoid this.

### Social climbing

If you've got the stamina, long-term appeal is

**"Jahangir makes the most out of rather limited gameplay"**

enhanced by an eight-strong league ladder comprising up to 40 amateur human players. Winning a match enables you to improve one of your skill ratings. You can also watch other players' matches, check their stats, and save the league.

Alternatively, practise your strokes against a friend, or compete in the World Championship. With its host of game options, Jahangir makes the most out of rather limited gameplay. Looking and playing almost identically to its 8-bit cousin, it's not the greatest sports sim ever, but it's never perfect for until squash fans.

**TIP TIME!** Return to the centre of the court after every shot whenever your opponent then plays the ball, you should be able to reach it without too much effort.

**"I'd have been very disappointed if I'd bought this at full price. As a simulation, it's low on because there's not a great deal of shots to make. As an arcade game, it's just too uninspiring. The graphics aren't particularly wonderful either, with sparse character animation and an insipid backdrop."**

Fans of the sport will probably enjoy it a lot more than I do, but these are limitations to how well sports like this can be converted. Jahangir's about as good as you're going to get. ■



### SWITCH WEAPONS

The main improvement is the ability to blast bats. This is much more satisfying and quicker than the original's mainly beat 'em up action. Your basic gun can be upgraded to a shotgun, laser, or flame-thrower. Other potent power-ups include a swarming dragon weapon and a homing missile. Weapons can either be collected or bought in the equipment shop.

If the game place were all made of switchblades, they would make life far too easy, but the ledges have also been improved, being missiles and lasers instead of just waiting to be hit. The sequel's souped-up action makes for greater playability, though it's still nothing spectacular.



**TIP TIME!** By climbing off the walls, some of the destructible ones guarding secret rooms are remarkable.

# CAESAR

FULL PRICE REVIEWS

# RICH PICKINGS

## Impressions, £25.99

**S**IN CITY meets GCSE History in this absorbing build-up-to-them Impressions. With the emphasis placed firmly on historical accuracy, it's the kind of game even your parents would approve of — but don't let that put you off!

Featuring clear, detailed graphics and a user-friendly control method, Caesar's certainly an easy game to get to grips with, leaving experimentation at every turn. It provides the kind of challenge that few, despite initial reactions, will find mundane.

So what's it all about? Well, in a nutshell, power. You begin the game ranked only one rung up the Roman social ladder from the unwashed masses, and your ultimate goal is to climb to the heady heights of emperor... in other words, seize Cleopatra's laurel wreath and rule the Roman Empire!

### Bulls in a day

To ascend these dizzy heights the player must first establish a city, enlarge upon it and eventually tackle tougher regions on which to build. Collect taxes from your subjects (royal or not) and, if all goes well, reap the rewards.

**"The kind of game even your parents would approve of — but don't let that put you off!"**

Starting the game faced with a barren wilderness — and an adjusted bank balance — your first task is to scroll about the landscape in search of a suitable city site. Great care must be taken when selecting an area on which

to build, as your citizens and industries will need plenty of water (and easy access to it) if they're going to stand any chance of prospering.

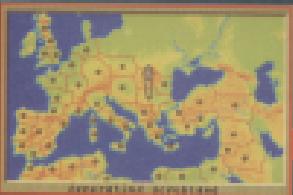
A simple yet effective system of menus enables the wouldn't-be-layman to lay pipes, construct items, roads and all manner of manufacturing industries, provide both houses, hospitals and schools for the populace, all with the minimum of fuss.

The game is creating the right balance between housing and business. Tricky at first, but now I'm gunning for glaxy big style and have a sprawling metropolis under my command. Myself, I mean, it's mine all mine! I tell you!

Imagery, well thought-out gameplay enhanced by detailed graphics — just like the city itself, the game sure wasn't built in a day...



■ Above: A barren wilderness awaits but, as you can see, it's not long before civilization takes a hold.



**TIP TIME!** Make sure you build enough Praetoriums around the city. Not only do they keep the peace, they also double as tax offices!

■ You begin with a randomly chosen wedge of land (Italy), while below, a funny thing happened on the way to the Forum



■ I'm a big fan of Sim City, of which this is very reminiscent. Caesar isn't quite as easy to get into, due to the larger number of menus and options. But once you do, it's extremely absorbing. Much forward planning is needed to ensure a good infrastructure for your city. It's a big enough challenge stopping the populace from rioting, never mind repelling barbarian attacks. Juggling finances, armies, and slaves adds to a tough, but very satisfying, tactical test. Caesar comes, we saw, if you conquered us!



# RICH PICKINGS

# GOBLIINS 2

**Coktel Vision, £29.99**

**T**he dropping of an 'I' from the sequel's title indicates that the number of gobliins under your control has decreased: two now, rather than the original's



three (just as well Lemmings doesn't use the same principle — Ed).

But surely sequels are meant to be bigger and better? Well, while it may seem strange to reduce the number of

You'll be scratching your head one minute and laughing your socks off the next!

gobliins, it adds the flow of play — it was a bit tiresome moving that last one in Gobblins.

This time the two chaps don't possess any magical powers or special abilities — they're in a couple of pyjamas. Especially nifty, as clever actions you best left to his pal Fingus. However, Winkie does come in useful too; he's that bit cleverer, though. Most puzzles require the use of both characters, often performing simultaneous actions.

## Points to a solution

As in Gobblins, the interface is extremely user-friendly; simply clicking the mouse pointer on scenery and objects to interact — or using held items on them. Fast and easy is needed to discover often-strange idiosyncrasies by the characters, eg Winkie uses the bottle on the road by sipping some water and spelling 'it' in the poor amphibian

■ Gobblins 2 is one of the few games that manages to be genuinely amusing. Having not played the original, I can't comment on any improvements, but this is easily one of the best titles reviewed this month. My only real criticism is the over-long disc-accessing. While I can appreciate the need to load graphical code to load in, it's a tad irritating when you're sitting there, with nowt to do for a few minutes. It's no fault of the programme and doesn't kill the fun, but lengthy loading spoils the flow of an otherwise great game. ■

■ That's a company but there's a crowd, or so they say — and judging by this snappy sequel from Coktel Vision, they're right! Laughs galore and a whole lot more... ■



# PREMIER MANAGER

**Gremlin, £25.99**

**T**he multi-player football management sim allows up to four friends to take control of FA Conference teams, taking turns to make their weekly decisions via icon-driven menus.

The most important of these enables you to pick your team by selecting players — all shown with related stats, but without set positions. As well as several formations to choose from, you can also alter your playing style (defensive, attacking or long ball).

A telephone icon is used to contact your physio, coach, and scout. As well as telling the latter what sort of players to look for, you can search them out yourself in the transfer market. Buying is via a bidding system — in multi-player mode each manager gets to make an offer you're peaking at the street! ■

Much money's needed to buy the best players, and to improve your ground with floodlights, extra seating, better safety, etc. A good way of raising funds is by advertising — by allocating boards to various companies (and obscure computer magazines).

### On the ball

Poor match action has let down many a good management sim. Not here. Animated

sequences portray the action well. A bar indicates how far down the pitch the ball is, and the player in possession is named; essential information for assessing their performances. An add to this is the status display showing each player's possession time and any yellow/red cards received.

Bulletins can be made at any time, as can formation and playing-style changes. This is another important point emphasised by many management games: much of a real manager's work is done on the touchline, adjusting tactics to suit the match situation.

At the end of the day, Premier Manager's one of the most comprehensive management sims around. There are a surprising amount of features, considering the multi-player aspect. You'd want to wait ages for their turn, but the easy-tousle icons speed up the flow of play so this isn't a problem.

**TOP TIP:** If the opposing team is much better than yours, put five at the back and use the long ball game — it's not pretty, but at least it gives you a chance. ■

There are a surprising amount of features



■ Some people have an almost physical aversion to football management games, but I've always found them a fair way to while away a spare hour or so. Premier Manager is a particularly good one, with a wealth of factual information and options. My only real criticism is the lack of depth in the match sequences — it doesn't tell you enough about your players' performance. However, the four-player option is a massive bonus, injecting a little competition into a solitary game. ■

■ Love 'em or loathe 'em, manager games are here to stay. This one offers a few new options — up to four players — try before you buy... ■



# NICK FALDO'S CHAMPIONSHIP GOLF

**■ Grandslam, £34.95**

**A** s chairman goes, Nick Faldo's on a par with Nigel Mansell. Give him a stick and a ball, however, and he soon gets in the swing. Having won unbroken major world tournaments, he's dominated international golf in the last few years. But can his simulation do the same?

It starts well with options to compete in stroke-matching against up to three friends or computer players (eight skill levels) or two coopers.

This is pretty much par for the course, unlike the comprehensive coaching section covering putting, bunker play, water hazards, drives, approach, and windy conditions. Your tutor is Nick himself, though he (characteristically) doesn't say much, only telling you whether you've executed the current shot correctly — not analysing what you did wrong. Nevertheless, the coaching option provides a handy introduction to a very tough game. Looking at the map, choosing your club, stance,

and setting the power and direction is easy enough, but the method of taking a shot is harder than in any other golf sim. A bar on the swing meter goes rapidly left to right; you have to double-click when it's in the red zone. This is fairly easy when using high irons, but the zone is much smaller for the more powerful clubs — fail to get both clicks inside it and your shot hooks or slices wildly off target.

### Double-click trouble

It's hellishly difficult to hit a straight drive, but if you're feeling lucky you can even try for extra power by clicking when the bar's in the tiny "wild snap" zone — alas, the hit zone is reduced even further.

Putting's much simpler, but the hair-raising frustration that pervades it makes an otherwise well-presented simulation. The ability to put topspin on the ball even outdoes the superlative PGA Tour Golf, but the latter's shot-taking method is much more user-friendly, making for better playability.

**TIP TIME!** Be conservative with your club selection when in a bunker. It's better to just scoop the ball back onto the fairway, instead of going for too much power and inviting



**■ You should have known it, however, if it went straight down the fairway! Zzzzzzzz...**



It's practically impossible to play — let alone review — a new golf sim without constantly comparing it to previous offerings, and although Nick Faldo compares favourably with many, it isn't the best we've seen...

Graphically dazzling and beautifully executed in design, the game's only real drawback is it's way too easy to sink putts, while far too difficult to reach the green. Maybe that's not such a bad thing, however, as at least it'll keep you meandering into the surreal holes. A bit like me on a Friday night... ■



# BILL'S GAME

**■ Psygnosis, £25.99**

**T**erry the Terrier's clumsy gauntlet has been kidnapped by a pesky squirrel.

Hopping mad, Terry starts his rescue mission at the base of a huge pine, dodging the wisps and falling leaves.

He can climb up the branches, it's an elaborate

method of level selection really — to start with, there's only one level icon to enter. Complete this and another appears further up the tree.

Finishing a level requires you to solve a series of single-screen puzzles. The aim is simply to get Terry to the exit. Controlling him directly would be far too easy — instead, you must place a limited number of helpful objects on screens and set Terry bouncing automatically on his way.

### Bounce into action

Fans blow Terry in the right direction. The height at which you place them affects his trajectory. Trampolines and jack-in-the-boxes

**“Trial error is to position items is the plus.”**

**■ Elite, £25.99**

**J**oe And Mac is another in the long line of conversions already available on the consoles and, just like the girlfriend-rescuing plot, the gameplay is at a standstill indeed. After setting out alone or with a friend (there's a simultaneous two-player option) you soon find yourself in the thick of the action. Cowering covenants bombard you with projectiles, while baby Pteranodons dive-bomb you with annoying accuracy. It's all good clean fun, with the addition of multiple power-ups helping you to blast all and sundry.

Joe and Mac both have four lives, with an energy bar for each. Collecting usual covariant foodstuff such as ice cream and apples (they replenish diminished strength). When all lives and energy are lost, those continue-flags are available, starting you at the beginning of the last level reached.

### Take no stick

To my knowledge, this is the first Amiga game to offer a special option for joysticks (with different-functioning fire buttons). I know this won't be much use to the mainly joystick-wielding user base, but it's great that Elite have taken the time to incorporate it into the game. Also, the control options are very user friendly, allowing you to choose how to control the essential super-jumps. ■

# TOMATO

FULL PRICE REVIEWS

beams from further, while a bow stops Terry in his tracks — useful for turning around.

Early screens are simple, but later ones include a plethora of hazards to squash the hero's chances. Bumper-wielding guards, saw-edged balls, and fire monsters are all lethal — so it's too long a fall. However, Terry only loses a life when the time limit runs out, within this you can have as many goes as you like.

If this sounds generous, let me tell you it isn't. A lot of trial and error is needed to position the items in exactly the right places. The limited supply of objects is a key factor. You often start a screen with just a ten- and a threepole, and think it's nowhere near enough — so it's very satisfying when you eventually succeed.

Power-codes given after each screen lessen the frustration, and help make Bill's a competitive and unique puzzler.

**TIP TIME!** The height of the bars can mean the difference between success and failure. For a really long leap, place bars near the apex of Terry's first leap.

I enjoyed playing Caveman Ninja but I can't help thinking there isn't a great deal of long term appeal. The continuous play and two-player mode improve proceedings, and the change from horizontal to vertical scrolling on certain levels is a welcome touch. However, it's a little slow-moving at times, and the frustration level reaches epic proportions when you're being bounced between enemies with no way of escaping.

I advise you to try the game out first — unless you liked it on another machine, in which case it's an excellent conversion, well worth the cash.

**TIP TIME!** Crack the egg before they hatch into baby Pterodactyls. Use the superweapon (hold down fire) to defeat large hordes.



■ If any "sauces" and you say... er, tomato? Bill's not the brightest of blokes, but please get to admire his sauce! Tricky, frustrating fun!

■ Avoid puzzle games can be great fun (Lemmings being a classic example), but they rarely compare the brain with this one.

There's just not enough to do! Placing the objects in a haphazard fashion, as is seeing Terry split for the umpteenth time. The only part that strikes me as being enjoyable is the really annoying intro sequence where a squirrel steals his girlfriend.

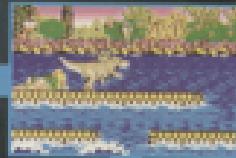
My advice is to wait and get Lemmings 2 instead, and let Bill continue with his girlfriend under his own steam (or should that be juice?). He's an ugly little blighter anyway. ■

# RICH PICKINGS



## JOE AND MAC — CAVEMAN NINJA

**“** Frustration level reaches epic proportions when you're being bounced between enemies **”**



■ Looking and playing identically to its Mega Drive counterpart, Joe And Mac is an attractive side-scrolling. There are some flaws, however, including your character getting annoyed while he's hopping in agony after just being hit. It's frustrating enough without this problem, due to the sheer amount of bounces on screen at one time, and the often limited space in which to manoeuvre. On the other hand, the simultaneous two-player mode is great — I love the way you can jump on your colleague's head and even throw him good fun, but not perfect. ■

■ It's a dinosaur of a two-player game, but tougher than a Tyrannosaurus!



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# ROME AD92

FULL PRICE REVIEWS

■ Millennium,  
£25.99

A slave life isn't easy. As well as being a downtrodden second-class citizen, you also get to hear all nasty plots to bump off the emperor. Rather than musing that 'he deserved it anyway, what with the state of the economy,' wouldn't it be better to flesh out the plot, then travel to Rome to warn him? It could really improve your social standing, not to mention build up your bank balance. That's what *Rome AD92* is all about.

The extensive play areas displayed in third-person perspective, with the area you're in littered with scenery, most of which is interactive. Not that this matters; there's a wealth of other characters to interact with, via an easy control method. Simply click on an option, then select the appropriate part of the screen, and the action is implemented before your eyes.

“There's a wealth of other characters to interact with”

Wherever  
you may  
Ro...

Movement is a piece of pie. By clicking your chosen destination on the map screen, your slave automatically walks there.

Alternatively, there are direction arrows on the main screen for manual control. There's a thoughtful user option too, should time be of the essence — and it often is.

Four or six levels follow the same adventure paradigm, but the third and fifth see you controlling a mini-army to find British tribes Egyptian style. You've got to use your men to defeat the slightly scaled enemy, using a plethora of strategic options. They use the same graphical style as the other levels — this sounds strange for a strategy section, but works well in practice.

I like *Rome AD92*. There's enough variety and thought in it to keep you occupied,

and although some of the presentation screens are dodgy, the graphical quality is generally very high. It's not everyone's goblet of tea, but I very much doubt you'll regret buying it.



**TIP TIME!** On the first level if you drag as many people as possible within the time limit you'll get loads of money to set you up nicely for the next section!

# RICH PICKINGS

■ A combination of adventure and strategy sounds deadly dull, but *Rome AD92* and its ilk aren't. These levels' graphics are nicely detailed, as are the interactive characters going about their daily business. Even their silly names (eg. Sagittarius Magistrate) don't detract from the authentic atmosphere. There's plenty of typically Roman things to do, like gambling, buying slaves, and entering them in gladiatorial contests. And extremely user-friendly controls make adventuring easy and enjoyable. As for the third level, it must be the most attractive, user-friendly strategy game ever. Brilliantly designed, *Rome AD92* obviously won't beat it in a day! ■



■ Convenience, compatibility-on-the-cheap convenience, compatibility-on-the-cheap compatibility-on-the-cheap ... how that theme's used to send shivers down my spine. I'd drop my *Action Man*... instantly when that came on the telly, *Star Command* to defend or not? The question is, would I drop my *Transformers* novelties in order to play the computer game?

Well, in a word, 'no'. Unless it was a boring *Transformers* (like *Bumble Bee*?!) I wouldn't, anyway. And why? Because there's just not enough to do. Playing is both the eye and ear, and incorporating a detailed — and useful — status panel, you'd think that with a licence like this you couldn't go wrong. You can. ■



# DALEK ATTACK

■ Admiral Software,  
£16.99

If I remember the series correctly, Davros (the Dalek commander) was killed when his people-hating metallic army realised he was hot-humus fire-breath. In *Dalek Attack* he's been resurrected, only to send his psychotic servants to wipe out Earth's inhabitants.

The Daleks and their accompanying instant allies have already taken over some major cities. Dr Who (and optional) assistant, controlled by a second player) has to prevent further invasion, while destroying the existing battle force. To make matters worse, the Daleks have set up pods that are destroying the earth's ozone layer.

To stop this, the Doctor must infiltrate the captured London and find the necessary Smart Card; invented after requisitioning a quota of people. Further tasks involve travelling to Paris, New York and Tokyo. Finally, he must kill Davros on the Dalek world, Skaro.

Following the horizontal shoot-'em-up action at

“Amiga  
*Dalek Attack* is  
very similar to its  
Commodore 64  
incarnation”

loading in the likes of *Age of Empires*, it's not all bad though. With excellent Dalek samples and neat two-player option, *Attack* is a fair purchase for Who enthusiasts.



**TIP TIME!** In London, don't take on the Daleks straight away — wait till you've gained enough power-ups.



# RICH PICKINGS

# TROLLS

■ Flair, £25.99

In these everyone's seen the little pocket Trolls and know that they're supposed to be lucky. However, when my love ex-boyfriend gave me one then? — Greg told, my relationship crashed and turned in a rather horrific fashion two weeks later. So, if you want to keep your love life intact, I'd advise you not to accept one as a gift.

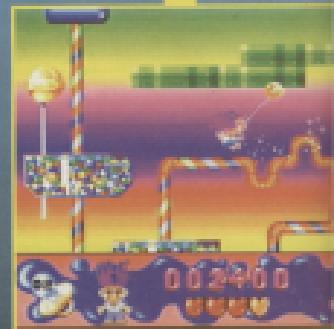
However, this little Troll on the Amiga has enough problems of his own to worry about. Hand can step a shelf for many a year — a simple wooden toy, snapped by a young boy for a spinning top — when one fatal

night he came to life. However, there wasn't any time to go clubbing; he had a job to do. Little Trolls had either got lost or been captured, and it was his mission to save them...

### He's nobody's Xanadu

It seems the ninja from the nth dimension (Zool) has been beaten at his own game. Troll is a fast-moving, enjoyable platform action with varied and exotic (punishments/bounty scroffing) landscapes. Controlling your sprite in a tricky business at first, as the punishment enemy sprites need a fair amount of stomping to kill, but once you find power-ups such as the magical yo-yo and special wings, he becomes a whole lot more fun.

For those of you who can't get enough of console-style platformers, Troll won't disappoint you at all. It's probably the best one on the Amiga yet, although I still think they've got quite a long way to go before they beat Sonic the Hedgehog.



**TIP TIME:** Try to attempt the levels in this order in which they appear on the selection screen because later ones are just too hard to start on.

# CRYSTAL KINGDOM



■ Match out for the big, bad, bad Richard O'Brien!

■ Finally, the price of eggs hasn't half gone up! Paying full whack for a Disney game is not cool. It'd be all right if there were some new innovations in the gameplay, but no such luck. It's exactly the same as previous Disney outings. Simple platform action and puzzle solving is becoming a little hackneyed even on budget, never mind full price. And those cute cartoon graphics hardly show off the Amiga's capabilities. The only real improvement is that Crystal Kingdom is bigger, making it one for true Disney devotees only.

■ Codemasters, £19.99

A host of platforms of budget releases, Disney's first full-price incarnation has made its way onto the Amiga. The question on most people's minds will be 'understandably' whether or not it's worth the extra pennies. After all, Disney games tend to be simple, platform-oriented arcade shenanigans that, while good fun, are never particularly challenging.

There's been a lot of criticism levied at the little regis' exploits. For a start, many believe that the games are too 'easy' — simple

The best one yet



# WAXWORKS

**■ Accelade, £34.99**

**Madame Two Swords**

The four 'exhibits' can be tackled in any order and, on entering one, you take the form of one of your ancestors (in the main section, for example, you play a safety inspector).

Viewing the playing area from a first-person perspective, you can move around in one of two ways: either click the directional arrows on the left of the display, or simply click the picture window in the direction you wish to go.

Collecting and manipulating objects couldn't be easier either, as is communicating with other denizens — if you get the chance!

Sudden deaths are not infrequent, but usually avoidable if a little care is taken, and most of the puzzles logical and rewarding. All-in-all *Waxworks* is an excellent production that won't get on your wick.

**STEVE**  


**Even critics  
of the genre will  
be forced to sit  
up and take  
notice**

If the rule of waxing lyrical, I must say that this absorbing icon-driven adventure really lit my candle! Graphically fearless and incorporating a uniquely user-friendly interface, even critics of the genre will be forced to sit up and take notice.

An intriguing plot sees the player searching four different exhibits within a crazy framework. These are a trap-filled Egyptian pyramid (where you must rescue a young virgin), a spooky cemetery (shunning evil rotting zombies), the East End of London c. 1880 (rip-off Jack The Ripper to rights), and an abandoned mine abandoned by everyone except the mutant humans hell-bent on your destruction, that is. Your initial objective in each location is to find and deal with an evil ancestral twin. A curse has been placed on your family by a wicked witch, yikes, and it's up to you — with a little help from your dead uncle — to break it. The intricacies of the plot are far too complicated to detail here, suffice to say you're the good guy...

**TIP TIME!** Make an accurate map as you go, and save your game position before undertaking any dangerous actions.

■ Video game fans will love this. I don't think I've ever seen such a gory game. Particularly stomach churning are the death scenes, showing you mangled, slashed, choked and decapitated, to name but a few. No doubt some will find it offensive, but I reckon the adults who've had some proper horse adventures (of course, good horses doesn't depend solely on gods, and neither does *Waxworks*). Even swapping between the game's ten (!) skins doesn't spoil the intense atmosphere. The suspense of exploring spooky graveyards and mine shafts is enhanced by gloomy, shadow-laden graphics and a sinister soundtrack. It's like staring in your own horror movie! ■

**STEVE**  


# DIZZY

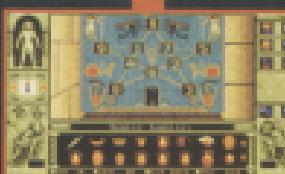
For some design time after time with a few different puzzles and graphics. I've always enjoyed them, and *Crystal Kingdom* is no exception.

## Egg Flip

Perhaps the biggest departure from the existing style is controllable jumps. Dizzy can freely change direction in mid-air, making platform negotiating and avoiding needless loss of a life easier. There are also four separate levels, each made up of 20 to 25 screens, and accessed by pass-codes. This just about eliminates the tedious business of having to go back to the start should you make some silly mistakes (as well as giving scope for cheating).

Cheat codes are over the top! Improvements related to graphics, there's not much these that hasn't been done already. Granted, there are a fair few screens, and the puzzles are pretty thick on the ground in a late sequel, but those who haven't liked reading *Dizzy* games won't be converted by this. However, I'd still say it's the best one yet, and worth the cash if you're feeling particularly rich on a rainy day.

**TIP TIME!** Try to use every single object in every possible location if you can.



■ Not the first girl to lose her heart over an Amiga game reviewed? Above is the solution to the perennial baffle's toughest puzzle... ■

Weighing in at just under £300, the Mindscope Miracle Piano Teaching System isn't just a cheap novelty — but for the gift of music it seems a small price to pay. So just what DO you get for your money, and can it really teach you how to play? For a balanced overview we decided to give it a two-pronged attack: Steve, who can't play a note, looks at it from the novice's point of view while Phil, music maestro that he is, examines Mindscope's Miracle from a semi-professional vantage point. Take it away then, boys, a one and a two and a three... hit it!

## WHAT IS THE MIRACLE?

■ Your £300 will buy you the keyboard itself, which has two built-in stereo speakers, a four-octave velocity-sensitive range of full-size keys, a selection of 128 instruments, headphone socket, MIDI In and Out ports, and even a sustain pedal (albeit a rather flimsy foot one).

Not only this, but you also get the complete Miracle Teaching System: a three-disk suite of programs to teach you everything from the musical basics to Grade 8 standard tunes, via a vast number of instructive, interactive Lessons. The ingenious system analyses your playing for any errors, and if it finds them, decides how best to amend them. The software includes fun arcade subgames and even a simple sequence.



### ADMINISTRATION

■ This is where you enrol in the Miracle Course. Any number of people can join, with detailed records kept of their progress. From here you can also alter various parameters, including when the music page automatically turns, whether the left pedal acts as a Sustain, the volume of the metronome, and the volume of the orchestra.

The Progress icon enables you to look at any user's progress in overall performance, pitch, and rhythm — plus the Lessons and Chapters they've completed. There's also a Hall Of Fame for the Arcade games. You can even print out a certificate on completing certain sections of the Miracle course!



### CLASSROOM

■ This is where you actually learn to play, using the Lessons which are organised into Chapters. You can skip any of these and advance to harder ones (good for people who already know how to play a bit). Or simply click on 'OK' to return to the Lesson where you left off in your previous session.

During Lessons, your knowledge is tested with a series of Flashcards with multiple-choice

questions. You can also advance to the next lesson, restart the current one (if you missed something), or return to the previous one.

### PRACTICE ROOM

■ Between Lessons, you'll want to practise your newly acquired skills here. Any of the pieces can be played, and the Miracle will suggest suitable ones after each Chapter.

You can play left and/or right-hand parts, with the option of the Miracle playing the other. If you're feeling lazy, you can simply listen to the Miracle play it all. Breaking it down even further, you can practise just the notes (with no regard to rhythm) or the rhythm (playing any notes, as long as they're in time).



### ARCADE

■ Any of the three Arcade games can be played from here.

Ducks is a sort of shooting gallery, with the quackers swimming along the lines and spaces of the staff — simply hit the right note to shoot the duck in the relevant position. You always have to shoot the leading duck, though, and only so many misses are allowed (so no cheating by running your hand up and down the keys!). A useful exercise for learning to read music.

Rhythm teaches you how to play chords.

### PERFORMANCE HALL

■ This is the venue where you play with the Miracle pianoists. As well as choosing which piece to play, you can select whether to play left/right-hand parts (or both) and alter the tempo (up or down). Yes, this is your moment of glory: knock 'em dead!

# IN STUDIO

## STUDIO

Once you've learned to play a bit, you'll no doubt want to record your own music. The Studio is a simple sequencer, enabling you to record seven tracks (using various instruments), one at a time, and play them back together — eat your heart out, Mike Oldfield!

Tempo and volume can be adjusted, before recording each track in real time. Up to seven of the Miracle's 128 instruments can be used, each on a different track, with the eighth track reserved for the metronome. Any of the tracks can be muted before playing back and recording the song on the on-screen tape recorder. It can then be saved to disk.

By no means is it comparable to proper sequencing software (say Music X), due to the inability to edit the sequences by hand or amend playing mistakes, but the Studio's a lot of fun to use — especially after a hard practice session.



A helicopter flies onto the screen, leaving the chord notes. You must play these within the short time limit as the parachutes land safely — get it wrong and they go solo!

Aliens in a Close Encounters spot, with an alien ship descending and playing sequences of notes. You have to copy these within a time limit. The friendly aliens help you out, however, by shining a spotlight on the on-screen keyboard and putting a



triangle in the start to indicate the next note. Fingering is indicated by numbers in the alien ship's windows.

After all your hard work, why not sit back and relax while the Miracle plays its repertoire of tunes. Any can be selected from the jukebox, complete with orchestra accompaniment — great fun for parties!

## THE NOVICE'S VIEW

It's a miracle! No, not the keyboard, the fact that I've spent two hours a day for the past ten days sitting in front of it and... practising.

Like legions of other smelly-nosed pre-pubescent British kids, my parents billeted, begged, blackmailed and generally threatened me into taking piano lessons. But, like the vast majority of my contemporaries, I too fell by the wayside and failed miserably to progress much further than finding 'middle C'.

I put it down to the fact that at about the time I was 'learning', I was also discovering that John Thomas was possibly useful for more than just the obvious. Maybe if my piano teacher had been some raven-haired beauty with a penchant for loose clothing — instead of a distasteful octogenarian with a hygiene problem — things

may have been different...

As well, I'm certainly making up for lost time now, although I feel it's fair to point out that if I hadn't just got hold of a second desk chair I'd be losing one hell of a lot of quality keyboard-banging time snapping fingers. In fact, if you only have the one internal drive on your Amiga, I'd have to go as far as saying that using the disk-based lessons would be prohibitively cumbersome — just why do you have to swap so often, anyway? Attempting to access lessons via the Amiga on the one drive, I had to swap the disks around a staggering nine times before I could even attempt to hit the right note!

When you eventually do get into the games-computer-lessons though, you find that they've been designed in a flawlessly effective manner. Everyone knows just how mind-numbingly boring (practising scales can be, but

## THE PIANIST'S VIEW

let me say this first) the Miracle is no substitute for a good piano teacher (by the way, mine was an attractive young lady). The way it analyses your playing is all very clever, but there are some things it just can't spot. One example is the fingering of notes. Obviously, it doesn't know which fingers you're using — and you could easily get away with incorrect fingering on early lessons, learning bad habits which only become apparent later on, when the correct fingering really must be used. Another problem is the way the program forces you to repeat Lessons and Practice sessions immediately when you've made the odd mistake. This could be very discouraging, especially for the complete novice. A real piano teacher would recognise that frustration and work round it with some fun exercises to keep up the pupil's interest.

Also, the way the program punishes some errors and not others is off-putting. Often, when I thought I'd



played a piece pretty badly, it would still give some quite horrendous errors, while on other occasions I might've only missed a note and the pedantic program would send me back to the practice room! In fact, the latter was of the more frustrating because of flaws in the program. Often I would play (and hear) a note, and go on to play the next few notes, only to realise that the cursor was still on the note I'd 'played' — only the program somehow hadn't heard it.

Perhaps the most important fail of all, however, is in the lack of artistic expression. A good piano teacher would appreciate and encourage this, even if a few wrong notes were played. The Miracle, on the other hand, expects everything to be played in solo line (no room for reharmonising here), and doesn't care about varying dynamics (the loudness of the notes) at all — one of the



with the inclusion of noisy, interactive graphics (and even a scoring system!), the student is done away with. In fact, it's fun!

It's surprising how quickly the rudiments are picked up, in all honesty. After only a few hours I found that some of the simpler routines were becoming second nature to me. Note that may not sound too impressive to anyone who's done a bit of keyboarding in the past, but for someone who generally blanches at just the thought of sitting before a keyboard — a residual throw-back to my parents' hideous visits, I'm afraid — it's a great achievement indeed.

Just looking about with the piano on its own (you don't have to connect it to your Amiga to make it work) is rewarding in itself. Some of the sounds that come out of it positively invite experimentation! Okay, so I'm no Jean-Michel Jarre, but from little acorn grows... ■

## FEATURE

most important factors in classical music, at least.

So it's a complete waste of money, right? Well, not at all. To be fair, the system has been devised as an aid rather than a replacement for conventional teaching methods. As this, it works well. It's especially good for teaching complete novices the basics, by reading in and recognising notes on the keyboard. And the slick presentation and fun arcade games makes normally tedious exercises fun — especially for youngsters. Most importantly, it speeds up your musical development; even marginally, it'll pay for itself in the long-term via a reduced number of very expensive piano lessons needed to pass the various Grade exams. (This is an incredibly low price — even for the full-size keys, velocity-sensitive, MIDI keyboard alone, never mind the software.)

Despite the system's flaws, as a practice aid, or introduction for complete novices, it's well worth the money. Just don't expect miracles. ■ **PETER**

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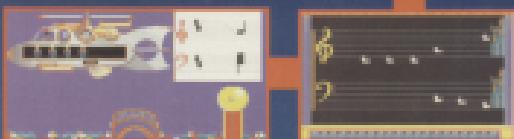
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# PLAY IT AGAIN (AND AGAIN!) SAM...



## THE SEQUENCE

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**Win  
one of two  
marvellous  
Miracle  
keyboards  
from  
Mindscape!**

**A**t people grow up, their musical tastes change... I, James 'Tone Deaf' Price, can remember listening to some absolutely diabolical tunes in my time, but the one thing I always wanted to do was play them with my own hands.

I used to look at pianos and keyboards and maybe even have a go myself, but the only time I could play was a particularly mangled version of 'shepatook' (you know the one I mean). Disillusioned, I began to learn the guitar instead. A few years have passed now, and I can just about play the odd song without getting too many clients wrong. I still want to play like Chopin on those little white keys, though, so imagine my surprise when the Miracle Keyboard provided an affordable (not to mention comprehensive) solution.

As you'll know, having read Phil and Steve's feature on the Miracle (page 258), you can link it up to your Amiga and receive an intelligent tutorial (courtesy of the tutorial disks included with the package). However, it's not just limited to learning, as I'd say it's one of the best and most affordable MIDI keyboards around. You don't just have to use it with your Amiga, either — it works every bit as well as a stand-alone keyboard, with some very smart voices to use in all those symphonies you'll be writing...

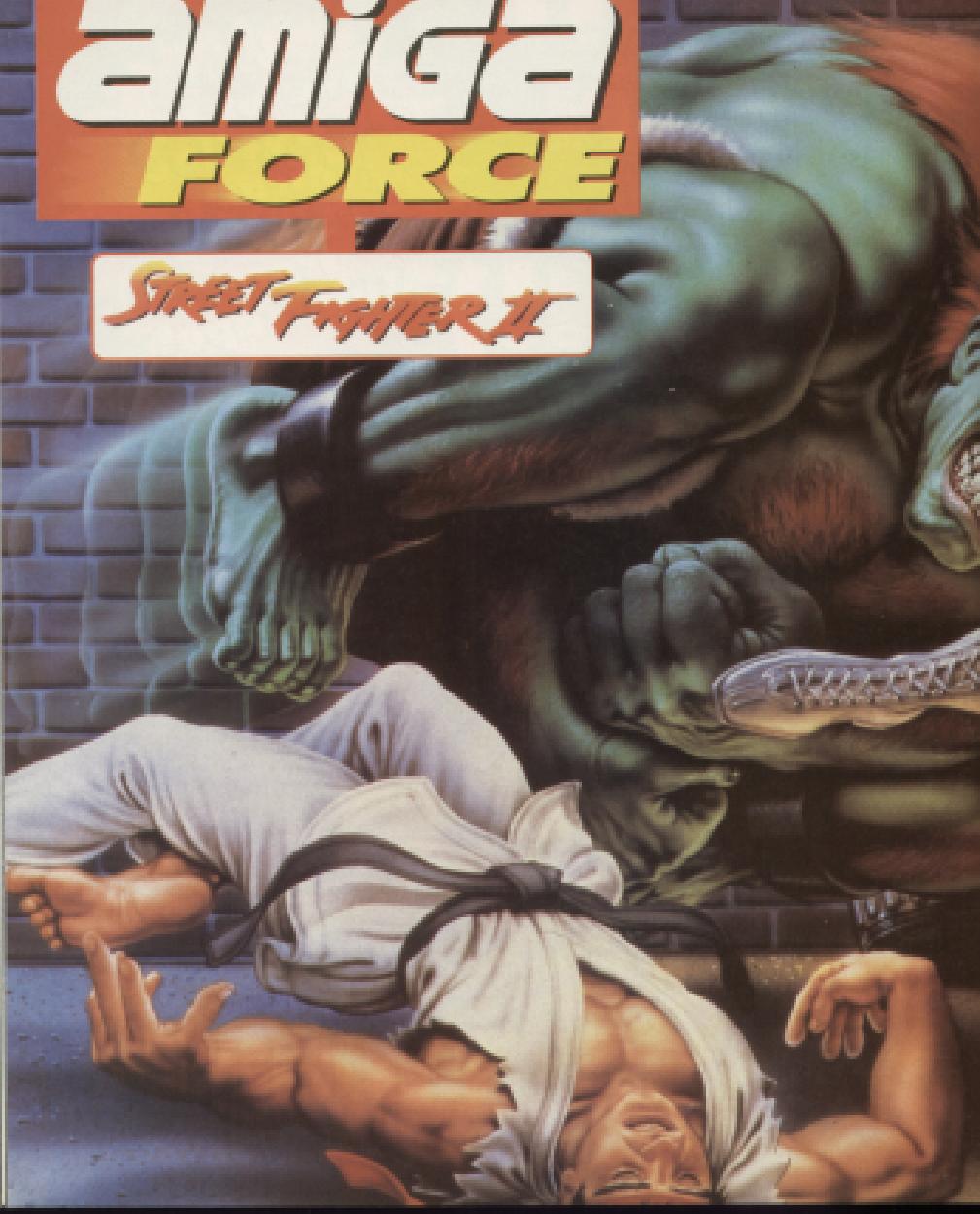
### Well done on solving

In the shops, these wondrous little bundles would set you back a very reasonable £299.99, but we've got two to give away to those clever enough to solve the following puzzle. Somewhere on this page you'll see a picture of a keyboard section. On the keys you'll notice numbers, going up in order. All you have to do is find a piano (or similar instrument) and play the following sequence, using the numbers on our instrument as a reference. You should recognise the tune fairly quickly, so write its name on the back of a (preferably funny) postcard, and send it to: MINT TO WIN! MIRACLE KEYBOARDS COMP, AMIGA FORCE, European Impact.

*Latitude: Sherborne DT1 1WW. Winners will be notified once the draw has been made (on 1 April), so no naughty phoning us up to poster an answer out of us. It won't work, you know!*

# amiga FORCE

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# AMIGA FORCE

# mails

We've been inundated with praise for the first two issues of AMIGA FORCE, but we hasn't let it go to our heads... To tell us what you think of this mag, the Amiga scene, or any other related topic, send your letters to Force (B-Mail), **AMIGA FORCE**, Amigaforce Impact, Unit 10, Shepperton SY14 9JW. Sorry, but we can't give personal replies through the post.

## YOU PAYS YER MONEY....

Dear AMIGA FORCE

Well I must write to say how pleased I was when I purchased your excellent magazine. As with CRASH it is every mag a computer buff could need and much more.

This is the first and only mag I have read from cover to cover, ever, and the only one I have bought since the catastrophic time when my five-year-old trusty Amiga 500 (I collected Amigas) was stolen from my bedroom, along with most of my games and other stuff.

Since then I began saving for a new Amiga and waiting to see if the insurance will pay enough to buy one when it comes around.

In the meantime I read some sound advice about the market at the moment. Advice from friends just confuses me even more, so I decided to ask the people who make this 'Great' magazine, here goes...

My first option is the A1200 basic pack at £399.99 plus the A1200 HD Pack at £450-£500; the third and most popular the A1200S at £650-£700.

I was told by friends that the A1200 is faster and powerful than the A4000 and has a less specialist user format for it, is this true and can you explain why? It's possible?

The hard drives have another dilemma, as I was told games can be loaded onto them and used or loaded straight into the Amiga, saving damage to discs and time. Is this true and are they worth the money?

Yours faithfully  
**J Murphy, Wimborne, Dorset**

■ Thanks for your kind comments, if only more people use their names! It's an impromptu, As to which machine you should buy, I'd suggest you look at our roundup of quotes from the software houses in this month's 'Read All About It' section before plumping for an A1200.

It is by far and away the better machine. The 32-bit processor runs at about twice the speed of the Amiga 1200 and, with the new custom chips,

the 1200 runs programs up to six times faster. Newly enhanced graphical capabilities use a palette of 16.7 million colours! The only problem is that, as a new machine on the market, it's impossible to judge what kind of software support it will achieve. Like the great video recorder era of the late 1980s (as it's come to be known), many people may want to get their finger burned. Although the AmigaOne model was technically superior, with its own in the end due to better marketing and other factors.

At least with the A1200 you're guaranteed access to a vast amount of info. And hard drives? In the end of the day, I feel it's just a matter of financial constraints. With a hard disk you can load certain pieces of software (though many games are protected) into the system for easier loading and storing — great for various utilities that usually come on several floppies! The single answer is get one if you can afford it, but if you can't don't be overly upset!

■ **Steve**

## YELLOW PERIL AND A SEGA SAGA

To AMIGA FORCE

Thanks to everyone at AMIGA FORCE for a top-class mag. I've had my Amiga for about a year

## A QUICKSHOT IN THE DARK

Dear Steve

I think your magazine is excellent, especially without the demo disks. Your competitions are also great, but would it be possible to include competitions for brand-new games such as R2R and Sensible Soccer 1.1? Could you also tell me when the Quickshot Supervision will be available, and will you be doing reviews for the little machines?

I also thought your reply to the mother of the three-year-old Amiga whizzed was witty and enjoyable.

Yours sincerely

**R Heg, Wigston, Leicester**

■ Okay, R, I've just got off the phone to Quickshot's MD who tells me that the Supervision is already available. Since we covered it last issue I've been keeping an eye out for it in the shops — just out of curiosity, really. Could a UK company beat Nintendo at their own game? Sadly, though, it doesn't look as if many of the big mults have taken the hand-held machine on board, but it would like to give Quickshot a ring on 081 965 1993, they assure me they'd be delighted to tell you where you can obtain one. There will be over 40 games available for the system by the time you read this, and yes, we'll keep you up to date as to which titles are out there as and when we receive details (I've been promised a bumper bundle in time for next issue, so keep 'em peeled). And competitions for new games? I'm looking into it...

■ **Steve**

## THE COMIC STRIP PRESENTS...

Dear AMIGA FORCE

After buying issues #1 and #2, I felt it was about time I wrote. Just to say WELL DONE! Your mag has set a fabulous standard which is a lot of other mags should follow. 200 cheat codes (how about doing them on card? Just a thought?) Taps for almost every full-price game reviewed? Be rough the changes because there are no cashy demos on the front cover? Nearly 30 pages of tips? Fabulous! These great ideas all add up to make an excellent magazine which deserves credit.

Some points: I think it's a great idea of Gareth Foster's (the #2) from Avon for you to have a computer-related comic strip. I've seen other mags do the same, and it

and have had no problem with it so far, but recently all the colour on the screen has turned pink. Is it the computer or the modulator? Plus, can I upgrade my A1200 to 32-bit so that I can run A1200 games? By the way, I was looking through some mags and found this piece on turning your Amiga into a Mega Drive and a Mega CD and still run all Amiga games. I hope you can print this to show your other readers (see p11). It's an advert clippings from a rival publication]. It is true?

Thanks

**J Cook, Liss, London**

■ Phew! What a struggle I've had attempting to get the info you want. From Commodore, since I wasn't a registered Commodore dealer, the cartridge-type recognition who took my call could only suggest that I refer any enquiries back to the shop where I bought my machine. After patiently explaining who I was and why I wanted the information, she very kindly cut me off. Her attempt to hurriedly end with no follow-up.

Though the only way to upgrade your A1200 to a 32-bit machine would be by replacing the entire motherboard — approximate cost: more than a new A1200.

Your 'yellow to pink' problem is really a fault with the green (T). Try swapping your modulator with a friend to see if that's the cause of the trouble. If it isn't, you'll certainly need to consult a specialist. And finally, the company offering goods enabling your Amiga to run Sega Mega Drive carts are asking for more cash than the price of a mere Mega Drive. So even if it did work, what would be the power? Hope that helps...

■ **Steve**

seemed to work for them.

On your review, it would be nice for you to give an overall mark on games; for graphics, playability, feasibility, sound, etc. Also, maybe if you made your reviews slightly bigger, and took a point of view from two reviewers instead of just one? I am thinking seriously about submitting to AMIGA FORCE, but it would be nice if you supplied your own personal review, so I could subscribe to it for 12 months like other magazines. I think your magazine is brilliant, and hope it thrives in the way that CRASH did in the '90s. Keep up the good work.

#### **Richard Oborne, Bexley, Essex**

PS This cheat for Tempest 2 is wrong. In actual fact, you enter the music selection screen [HELP or SPACE], and type in 1, 4 and 2. It may not work the first time, so try again if it doesn't.

## **THAT (S)WINGS IT!**

Dear Steve

I am writing in connection with Kenneth Stuer's letter On... for the wings in the January issue of AMIGA FORCE.

I also have a copy of Wings which I purchased over a year ago and it's fine. It appears from his letter that he only has the one manual, this being the 19-page instruction manual. He should have received another manual entitled 'Wings Personal Combat Simulator'. This is an 83-page book which gives you a potted history of air combat during

## **SIR, IF YOU DON'T MIND!**

Dear Sir/Madam

Having flicked through issue #2 of your magazine a few times on visiting my local newsagents, I decided to buy it. On reading it, I thought 'hmm? It was very bright and eye-catching, and I have never seen so many tips and cheats in one mag. Having for a long time been thinking about buying an Amiga, I decided to write to you to ask for some expert advice on which one would be the best for me for the money. Basically, all I want it to do is to play a few games, to do a bit of word processing and a few home accounts.

Please print my letter as I'm at my wits' end. I've asked a few people but they weren't much help.

**Mike L Lewis, Hartlepool, Kent**

■ A second-hand A500 with 1 meg upgrade would be ideal for your needs, just ensure it's all working properly before parting with any cash. The new A600 would do too, although the omission of a numerical keypad may cause some headaches if you're planning some serious home accounting. Gamewise, there's no difference between the two, apart from the well-publicised fact that some games which require the numerical keypad won't work properly on the 600 for obvious reasons.

Steve

■ Glad you liked Gareth's idea about the comic strip; see this month's Head All About It section to find Mr Foster's first piece of published work — yes, after reading my reply last iss he sent some in [and] I couldn't very well turn it down, now, could I? Your comments about our review style are welcome. I've already incorporated a second comment for a more balanced view, although I'm still resisting the temptation to rate the games. Next month we'll be running a detailed reader survey which will address this very point [among other things]. If enough people want to see the games marked, we'll do it. But until the results of the survey have been collated the reviews will stay as they are...

Don't you see the subscription offer in issue #2? On well, check out page 81 this month to find details on a great deal!

Steve

■ Well, it is this that gives you the password, is page 81, paragraph 4, line 1, word 9 — however, as I only had one manual he is well within his rights to go back to the place where he purchased the game and say, 'The game should have two manuals, but it only has one. If he still gets no refund and is stuck with a game he can't play, could you give me his address so I could get in touch with him and maybe help him out with his password?' Keep up the good work on a fine mag.

**Alex Crawford, Fifield, Bedfordshire**

■ Thanks for straightening that out for us, Alex, and for the offer of help. There's a problem there, though. In as much as to help Ken out, the only way I can see would be to photocopy the entire 83-page book [which, incidentally, must either be 80 or 84 pages], as

you can't have an odd number of pages in a book). Now not only would that be a mighty hassle for you, it would also be entirely illegal. As such, there's no way I can forward you the address. I'm afraid — looks like Ken'll have to have some serious words with his stockist...

Steve

## **AMAZING FEAT!**

Dear Sir

Could you please answer my questions about the foot pedal for the Amiga.

1) Can you combine it with another joystick, such as the Logitec 3 steering wheel, and how?

2) Where can I get one?

3) If you cannot steer with the floor pedal, then can you plug the pedal into port 1, yet still steer with a joystick in port 2? (This is usually when playing, you use only one joystick port, and only one joystick).

4) Are there any fact sheets or information packs directed to joysticks that are available.

**Hick Bennett, Weybridge, Surrey**

■ I assume you're referring to the Quickshot Foot Pedal. Pick, in which case 'yes'. 'Quickshot', yes, but not how you think and isn't off as the answer. Seriously, the Foot Pedal will work in number of different ways, but to find out more about it, why not phone Quickshot themselves? Their number is printed elsewhere in this column, and they'll be happy to help. They'll also send you fact sheets on all their products. Fine, sure, as will other manufacturers if you ask nicely enough for at least 50p (if you really do intend to buy something convincingly enough?).

Steve

## **TIPS BITS**

This little section's dedicated to all the letters we receive asking for help with games you haven't completed, or simply don't know the answers to! If you can help, please reply to the usual address, marking your letter 'Tips Bits'. Cheers!

■ I recently bought Lane Of The Knights, and have managed to free myself from the dungeon and am now in the village of Turnavale. I have acquired a flask, a knife, some broken glass and a tinderbox. Unfortunately I can't find the way into the castle or the town hall and can't find the dragon. Please help me!

**L Karl, Penzance**

■ Have you got any cheats for Castlevania: Captain Dracula?

**D Barnes, Headstone, Northants.**

PS. Thanks for publishing AMIGA FORCE. I'm just the kind of magazine I want.

■ After having stuck in the second division in Football Director I was glad to see a cheat in another somewhere tiny magazine for infinite money. Unfortunately it did not seem to work. I would be grateful if someone could help me out.

**C Allen, Stevenage**

■ I've been struggling with the game Shadow Of The Beast 2 for quite some time now, and I am getting nowhere. I know of a cheat to get infinite energy health etc. ask the first person. TEN

(PANTS), but I cannot reach several places, such as the Garden's cave. I also can't get past the traps in the Mortem passage, guarded by the man pushing a stone with spikes sticking out. I can get past him, it's the traps that I can't work out. Please could you give me some help, as I'm getting frustrated.

**Tom Walkington, Mr Bayonet, Harrow**

■ I need help! No comments please! I'm an idiot (Don Bluth's Chagrin, Lar Ian [Hold you I needed help], but seriously, I need to find out how to get out of the 'Labyrinth' level in 'Escape From Singe's Castle' to go on to fight the evil shape-shifter on the final level. As everyone who's been there knows, it's possibly the most boring level in the universe and I'm sick of committing suicide in frustration!

**Ronaldine Kinsella-Scott, St. Antolin, H. Ireland**

# GOING PUBLIC

**Public Domain and Shareware Libraries are an excellent source of value-for-money games. Saving his cash for other vices, JAMES 'THE RIGHT' PRICE checks out the latest PD products...**

## WHAT IS PD?

Public Domain (or PD) programs are where a programmer has released his or her copyright, allowing them to be distributed freely. PD libraries charge only disk and duplication costs, and you're perfectly entitled to copy it from a disk. PD's bigger brother Shareware can also be freely copied, although the programmers usually ask for a negligible registration fee, should you wish to use their game frequently.

Charityware is a new one on us, but is essentially Shareware with the fee given to a worthwhile charity. Good to see that someone still cares — make sure that you do too.

## ACT OF WAR

### ■ 17 Bit

Can anything remember Laser Squad? It's easily one of the most compulsive strategy games ever. I spent hours playing through the different scenarios, and enjoyed them even to the day. Well, it seems somebody out there does too, as Act Of War is one of the best PD titles I've seen in a long while.

For those unfamiliar with the game style, each side takes turns to



■ **Act of War** has a mission designer, so you can make weird scenarios like de-touring Saddam's mustache!



move their troops. This is done by using each unit's allocation of action points to perform certain actions. This can be anything from opening a door to loading a firearm with a view to blowing some poor soul's head off. Once you're satisfied with your soldier movements, you simply select the 'end turn' option, and the time for your opponent (be it computer or human) to make their moves.

Act Of War comes with three scenarios, each one following on from the last. Select a mission and you find yourself in the armoured section, although the programmer has been thoughtful enough to include a default set for people too hammed (or too stupid) to choose their own.

Once you've played it for a while, you soon get the hang of the well-designed control method. Moving your troops around becomes almost second nature and you might actually be able to complete a mission...

Act's a Shareware game with a £15 fee attached. However, those honest enough to register will receive an updated version of the game, complete with an additional mission and an excellent level designer. To me, this seems like incredible value for money: one of the best Shareware deals I've seen in so far,

## THE TEXAS CHA MASSACRE

### ■ 17 Bit

Quite easily the wicked game of the month, Massacre is the Amiga incarnation of the moderately well-known (and immensely popular) title. You take the part of Lawface, a psychotic chain-smoking madman

Who will survive and what will be left of them?

■ **THE TEXAS CHAINSMASCRE**.

Run the gauntlet of death as Law



## THE ADVENTURES OF QUIK AND SILVA

### ■ 17 Bit

If you like big games and tricky games, reminiscent of the earlier Mario games, you'll probably like **The Adventures Of Quik And Silva**.

For those of you unfamiliar with the aforementioned game(s) (where have you been?), Adventures is a horizontally scrolling

## DATACLAN GAMES DISK 4

### (1 Disk)

#### AMEGA RACE

■ Every compilation has its dudie, but I'm not here to tell you who you look. I doubt you'll ever find a collection of games without the obligatory dodgy game.

Amega Race is Dataclan's pick in the pack. It's yet another variation on the Amazeon theme, with its distinguishing feature being a lack of addiction. The usual molestation/controls are the same as ever, but it differs from usual variations by including a fancy large score box in the centre of the screen. This can't be beaten for size though, so you have to try and avoid it to beat the useful-looking aliens. You can't even fly off the screen — something we all like to do.



## AINSAW

with an incredible bloodlust. Wandering around a garden, you get to murder anyone foolish enough to stand in front of your noisy blade. That's about it, although you do have to look for pieces to replenish your rapidly-decreasing supply, or it's game over for the ugly anti-hero.

Chainsaw carries a £5 regeneration fee, I can't recommend you buy it, as you'll have seen all it has to offer after your first outing. There's just not enough to do. The death sequences aren't really that gory either — if you want to be disgusted, check out Accelerated Horrorworks in the Fish Pulings section of this issue.



platform game. Envoys must be shot with your initially feeble gun, although power-ups can be collected to make matters a little easier. Contact with the platforms' resident creatures results in the loss of a life, and it's back to the level start for our hero.

Some of the sprites are rather amazing. There's

## AMICODS

Now I don't know how this came about, but Amicods is exactly the same program as Lemmings does (see last month). It's another Asteroids clone, but with alternative graphics and crummy sound effects. To be fair, it's an adequate rendition that remains playable for as long as your love of the arcade machine does. For me, this worked out at around 1½ minutes playing time.

## QRC

I was a little shocked (not to mention dismayed) when I received a review for QRC in a Nintendo magazine. It was on the Game Boy at the usual high price, and I wondered whether anyone would actually pay for such an old and lonely concept.

One is a Charybdis version. As Qbert games go, it's a polished implementation — and a pain in the eye for those hand-held owners who went out and bought it.

## REVENGE OF THE MUTANT CAMELS

Jeff Minter's滚动的单人枪战游戏，类似于经典的《枪火》。



Sonic The Hedgehog, Bob and Bob (Bubble Bobble stars), and a creature we think comes from *Neighbours*. What they're doing in *Adventure* is beyond us, but we assume the programmer has used a pseudonym to avoid legal repercussions. There are probably a few more stars in later levels, but the game is let down by the lack of instant points. I don't like going back to the start of a section every time I die — it makes my turn-off finger twitch in an alarming manner...

■ Is it me, or does Sonic look hung over? Or is he surprised to see a creature in a red shell-suit with accompanying visor? I would bet



the wildest game I've seen in a long time. Basically, you're a� mutant camel, and you lot in the mission shooting all manner of strange sprites while walking (and jumping) over a hostile landscape. There's also the option to have either a human or computer-controlled partner (if it's a you, I think, to assist in the carnage).

The graphics are clear and well animated, and the sampled sound effects give atmosphere to the strange happenings. Some of the sprites are out of this world; one found in tiled with hedgehog tiles (no, I don't think that's supposed to be just Old Holborn in there, sort - Ed.). To be accurate, you could say

As you'd expect, *Revenge* is Shareware, carrying a £5 regeneration fee. It's a pretty essential purchase if both casual enthusiasts and everyday gamers play, because it's pure unadulterated fun as opposed to recycled garbage. By far the best game on the disk.



## TRAILBLAZER

■ Jeff Minter's滚动的单人枪战游戏，类似于经典的《枪火》。

NEIGHBOURS  
THE ADVENTURE

■ 16/32

■ Who agrees with me when I say *Neighbours* is a kids' programme these days? I can remember a time when people over three could identify with (or at least laugh at) the characters without baffling an eyelid. These days, I'd rather eat my socks than endure a single episode, as the programme's plot does little to build up poorly researched characters.

So what about this PD adventure? It's obviously not a licensed version (although the programmers credit Grundy Television on the title screen). Well, the plot stays very close to the subject matter (it's rubbish), detailing money-mad Paul Robinson's attempt to buy Ramsey Street and turn it into a magnet farm, or something. Of course, you (as the unidentified hero) have other ideas and wander around the graphic adventure, collecting evidence of Paul's illegal activities.

All of the locations are digitised from the TV

game. In the original, you controlled a sphere rolling along a disfigured pathway replete with hazards. These took the form of holes (if you fell through, unless jumped) or 'special' patches that influenced your craft's movement (slowing it down, speeding it up, etc.)

It was a simple concept that managed to be both tricky and addictive — for a while, at least. The Amiga incarnation's pretty much the same, right down to the mapped graphics unfortunately. This still doesn't detract from what is otherwise an engaging challenge, though, and is certainly less令人失望 than another roll down *Neighbours Avenue*.

## WELTrix

■ Let's get this straight now:

Hold the Weltrix

on PD. It's a fairly

good replica

despite from the

awful controls

but the fact

remains that it's just not a good game. Weltrix was addictive, fun and simple — everything its follow-up isn't. Weltrix is just as bad because it's the same.





series and, surprisingly enough, all of them manage to be recognisable. However, the screens are very uninteresting (not to mention uninteresting) and the game text is very sparse to say the least. Oh, so it may be PD, but I'd have thought they could have added a little more depth. After all, you've got the ultimate opportunity to parody here and it's almost a tragedy that it's been largely ignored.

■ In a desperate attempt to boost ratings, Dorothy is seen wearing a plant on her head while the twins say how great Bumper tasted last night!



## SPACEMASTER

■ Roberta Smith PD

■ Spacemaster's a three-game compilation with the general theme being all things 'spacey'. It gets off to a fairly mediocre start with *Spacewar*, a variation on the flying section in the ancient *Combat Attack* cartridge. Two players are required in this version (the programmer says he's aware of the mathematics involved in introducing a computer opponent) with the objective being to blast your opponent out of the sky.



■ The new model XJ-12B starfighter comes with built-in under seat latrine, for the more frenetic battles.

## DATACLAN

■ Datoclub don't charge for disk duplication — just send them the disk and a stamped addressed envelope and they'll bring you the relevant compilations in the post. They can be reached at...

Datoclub  
201 17 Silford Road  
Altringham Fd  
Low Fell  
Gateshead  
Tyne and Wear  
NE9 8BZ

Don't forget to include your name and address. You'd be surprised how many blank envelopes confuse postmen to the extent of non-delivery.

A myriad of options are available to set up the gameplay, from black holes to different gravity and threat levels. The latter play a fairly large part in the game, as there's a sun that (predictably) tries your craft to a crisp should you get too close.

Possibly the only innovative feature is the ability to play a friend via a modem. It's a good addition, but unfortunately you have to pay the telephone bill afterwards!

By far the better game of the three is *Cybernetic*. This one- or two-player game sees you screaming through horizontally scrolling levels, shooting both asteroids and alien attack waves. There's also a fair amount of power-ups, allowing some impressive destruction should you survive that long. *Cybernetic* is both graphically and sonically excellent. Though not exactly mind-blowing, for a mere £3 registration fee it's a great game for those horrible rainy days.

Strategy means the (occasionally ugly) head in the form of *Cosmopolis Cleanout*. Up to nine players (computer or human-controlled) can



participate, and what the game lacks in graphical and action looks is made up for by its competitive nature of planet conquering. It plays like a board game, and won't disappoint those looking for a pixelated adventure with a minimum of fuss. As with *Space War* you can play it via modem lines, rounding off a great little product.



## 17 BIT

■ 17 Bit Software are a lovely bunch, ever willing to cater for your Shareware/PC needs. If you want to find out more on their catalogue and order costs, send an SAE to...

17 Bit Software  
1st Floor Offices  
200 Market Street  
Walsall  
WF1 1DH

## 16/32 CLUB...

■ If you want to order *Neighbours* (or anything else in their catalogue), which can be found at...

35 Northgate Road  
Sunderland  
Kings  
ME2 2SH

Duplication costs are £2 (without disk) and £1 (with your own disk). Special offers are available to registered users — ask for information and I'm sure they'll send it.

## ROBERTA SMITH

### DTP

■ Orders (or catalogue requests) can be sent to...

180 Falconer Way  
Hampstead Garden Suburb  
London  
NW11 1EU

The cost of disk and duplication is a mere 80 pence, plus 50p for postage and packaging. TTFN

I'd like to thank all of those who have contributed towards this month's column (you know who you are). Also, if you run a PD library, and you believe your programs to be of a high enough quality don't hesitate, sent 'em in. Until next month, then...



COMPETITION

# YOU CAN STICK IT!

IN AN ENVELOPE...  
OVER £1,500 WORTH OF  
KONIX JOYSTICKS UP  
FOR GRABS!



## amiga FORCE

### YOU CAN STICK IT COMP!

■ NAME \_\_\_\_\_

■ ADDRESS \_\_\_\_\_

■ POSTCODE \_\_\_\_\_

#### ANSWERS (ring your choices)

- Q1 — a, b, c
- Q2 — a, b, c
- Q3 — a, b, c

It's vital that you fill in the form carefully and make it as legible as possible because we're going to be using them to mail the prizes — so it's in your best interests if you want to win!

Send your completed form to: KONIX COMPETITION, AMIGA FORCE, Expresso Impact, Ludlow, Shropshire SY8 1JW, before 1 April or you'll have no joy, you fool.

■ FINISHED? GOT A GOOD IDEA OF THE ANSWER? THEN FILL IN THE FORM (OR A PHOTOCOPY IF YOU DON'T CARE FOR MAGAZINE MUTILATION).

**M**icroswitches, eh? We can remember when they were a luxury item, prized by many. To have a joystick with such wonderful technology would make people go weak at the knees. Now it turns out that these previously worshipped items are old hat,

and that analogue sticks are the things to own. If you want to know more about them (or more specifically, the spen-tiffles Konix version), check out the news section. Alternatively, if you want to win one, read on...

Konix are very proud of their new hand-held joysticks, the analogue version of the popular Speedstick. So proud, in fact, that they've offered us a mere £1,500 to give away in this simple competition. All you have to do is answer the following questions...

1. A great new game arrives in the office. Does Steve...
  - a. Organise a fair and honest vote so everyone gets to take it home to play it with friends?
  - b. Wear it as a hat?
  - c. Take it home and keep it for around three weeks, swearing loudly if anyone else tries to borrow it?
2. James and Phil are playing Sensible Soccer. James has just gone 2-1 down with 84 minutes on the clock. What does he say...
  - a. Great goal Phil — you deserved that one?
  - b. I used to be a woman, you know?
  - c. The joystick's not working properly and the light's in my eyes and the computer's a \*%&\* and the...?
3. James walks with a slight limp due to an injury sustained during the Falklands war. How did this happen...
  - a. He stormed an enemy fort single-handedly, defeating over 20 men but got shot in the leg?
  - b. He was hit by shrapnel while saving the lives of 12 innocent civilians?
  - c. He tripped over the coffee table trying to change channels?

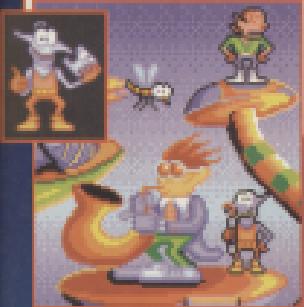
# amiga FORCE

## TIPS FOR ALL!

### GOBLINS 2

If the terrible twosome are giving you double trouble, stop their silliness with this fully illustrated guide to the first two sections.

52



### ROME AD92

Don't get your toga in a twist — get your head around this superlative two-level playing guide.

59



### WAXWORKS

Most graveyard scenes involve either mourning or death. This will help you avoid both.

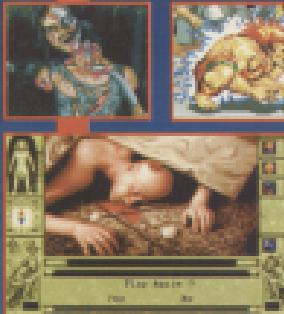
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### STREET FIGHTER II

Get brutal with the complete tips on how to win with any fighter against any other!

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Well, Maradona had his 'hand of God' and the Greeks had their Trojan Horse, but both of these pale in comparison to AMIGA FORCE — the only way to cheat. If you want to beat that game and you haven't so far, it's almost guaranteed that A-FORCE will give you all you need to send those no-solution blues packing. Read 'em and cheat, people...

## PLAYING TIPS

# GOBLIINS 2

Coktel Vision's new pointer-driven adventure is even funnier (and harder!) than the original — see the review in this issue. But if Flingus and Winkle are behaving like a couple of dimwits, this solution to the first two sections will put them on the right track.

### VILLAGE



**1**

One of the old men hits you. If you try to get the Bottle, what you need is a distract-ion. So, after placing Flingus next to the Bottle, send Winkle to get the Bananas; he gets whacked by the Notables, and...



...while the old man is laughing at this, Flingus can grab the Bottle.

**5**

...then pull the lever, and the door opens. After Winkle's bananas knock the stack, the wizard finally opens the door.

Only after much hassle will Tassar the wizard let them in. First, Flingus must knock on the door and talk to Tassar. Winkle does the same, but the wizard still won't listen.

**3**

### AMPA POWER / HEALTH MAXIMUM

These tips are so comprehensive, they may spoil your enjoyment of the game if used without discretion. Only use them when you're really stuck!

### FOUNTAIN



**2**

Only Flingus can operate the Fountain. While he's doing this, Winkle hits the Bottle with the Jet Of Water.

When Winkle uses the Bottle on the Toad, he splits out a mouthful of water at the amphibian, which hops off and reveals a Stone.



**4**

Flingus uses the Stone on the Mechanism to knock down the ladder Hung...



...then operates the Hung to pull down the ladder, which Winkle climbs before it snaps up again.

He can now look into the Chimney, and fall down it!

### WIZARD



## PLAYING TIPS

### FOUNTAIN



### VILLAGE



**8** Pingu uses the Matches on the Kettle to light the stove.



He then fills the Kettle using the Bottle. When the Kettle boils, it reveals a Spring Key — Pingu burns his hand on the steam if he tries to get this.



First, he must operate Kettle to blow out the fire. He can now get the Key.

**9**

Pingu inserts the Spring Key in the Cuckoo-Clock on the mantelpiece.

Operating the Cuckoo-Clock results in Pingu winding it up...

When the cuckoo comes out, Winkle (too old underneath) uses the Stone on the Big Key to knock it out of the cuckoo's mouth.



**7** When Winkle steps on the rug's Tail, its mouth opens. Place Pingu next to its Head and, when the mouth is open, operate Head to get the Matches from within.



**6** Pingu can talk to Taxman (twice) for advice — but for a laugh, get Winkle to talk to him!



**13**

**GIANT**

However, the big cat is a light sleeper, and neither character can grab the Sausage from the ground. With Winkle standing on the spring-trap (left of cat),

Pingu presses the Switch to send his pall onto the roof. From here, Winkle can safely grab the Sausage.



**10**

Either character can use the Big Key to open the Cellar door in order to reach the Mine.

### VILLAGE



**11**

Pingu uses the Bottle on the Flowers to revive them, and then picks one.



**14**

Pingu uses the Sausage on the pot-hole to hit the Dog!



While Winkle grabs the Chicken, Pingu (standing behind it) hits it on the Head with the Sausage to knock out an Egg!

## PLAYING TIPS

**15**

Winkie enters the tree Hole to open the Burrow.

Fingus enters the Burrow and emerges from the tree Hole.



ON THE WAY OUT OF THE FIELD OF CASTLE TOM, FINGUS SEES A BOMB ON THE GROUND.

**1**

**TRENCH**

The levitating Soks won't talk unless the heroes rise up to his level, using the Flying Carpet. To get it, Fingus first enters the Tower and throws out a bomb.

**16**

Fingus uses the Matches to light the Wood Pile at the Giant's feet.

He then cooks the Egg on the lit Wood Pile; the smell wakes the Giant.



**17**

Fingus gives the Sausage and then the Wine to the Giant, who falls into a drunken slumber, allowing Fingus to reach the roll.



**2**

Winkie enters the Tower and chuck's out a bomb to the lower level.

Fingus gets the Bomb, and Winkie quickly lights it with the Matches.



**3**

Fingus enters the Tower and throws out yet another bomb onto the upper level.



**4**

Fingus steps on the Carpet, which rises up to the Soks, who tells him to throw some of the sand of time into the trench.

**5**

**TOM**



Fingus uses the Stone to knock the Ball down from the tree. But before either he or Winkie can get it, a naughty little boy runs out and steals it!

**54**

## PLAYING TIPS

**6**

Winkie enters the House with the boy in it, while Fingers stands near the upper-right House.



When the boy appears in the lower-right House, Fingers enters the upper-right House and catches the blighter from behind, taking the Ball (he beats).



With Blindle standing underneath the Basket, Fingers gives the Ball to the basketball Player who shoots...



**7**

Winkie jumps through the Basket, knocking the Ball into the Town Hall to make the Mayor come out. He tells them to see Tom, the master clock-maker.



Fingers knocks on the (top-right) Clockmaker's Door. Tom tells him to replace the sheep's look-lock with a melody to get the hourglass. (This game's breakin' — Ed)

**8**



**9**

Winkie pours Bottie onto Mymph to revive her (she flies up to right branch).

**KAEI**



**10**

Winkie gives Bottie to Kael, who drinks and offers to lift Winkie up with his hand. Winkie steps on the hand and is thrown up to the tree.



Winkie shakes the Branch to knock down the flower...



To stop the creature from grabbing the flower, Fingers must stand on top of its stone and catch the falling flower.



**11**

He can then use the flower on the other stone, dropping it down the hole.



**12**

Fingers opens the stone to let a bee out, and grabs the Honey if it's carrying.

**13**

With Fingers standing on the rock (left of stone), Winkie opens the stone to release another bee...



Fingers quickly jumps onto the Bee's back and takes a ride to the Mymph in the tree.

**14**

Fingers gives the Honey to the Mymph, who flies down to point out the normal Mushroom.



**15**

Winkie gets the mushroom (it's one of the few things he won't eat)...

...and knocks on the door to reveal Wheatcart.

When Winkie gives the mushroom to him, Wheatcart opens the

## PLAYING TIPS

**16**

VIVALZART



Fingus talks to Winkieart, who tells him to put the Mushroom in his musical dream Machine.



Winkie puts the Mushroom in the Machine (Fingus just can't bring himself to do it).

Fingus operates the Machine (pressing the button on its side). It bubbles a bit, but the Machine is locked by a Clothes Peg on its tube. Somehow the horses must get onto the shelf...

**17**

Winkie reaches into the jar and gets a Warm.



**18**

With Fingus standing on the spring-trap (below Vulture), Winkie presses the shelf switch to send Fingus up to the cage of the Vulture, which gobbles at him while he hangs on.



Winkie must quickly throw the Warm up to the Vulture, so Fingus can (automatically) grab the Meat before falling.

**56**

AF • MAE

## MUSICAL DREAM

**22**

Fingus gives the Meat to the Piranha, which splits off the Bone.



Fingus uses the Clothes Peg on the Tube in order to prevent a jet of steam coming from above the top-left mushroom. Very nasty!

**23**



With Fingus standing on top of the pedestal, Winkie gives the Bone to Winkizard, who goes to put it in the bin, catapulting Fingus up to the shelf in the process!



Fingus can now grab the Clothes Peg and the Wish Of Kindness.

Winkie reaches into the left Headlight to grab the Drumstick from the drumkit.



Fingus and Winkie jump on the Spring together (requiring careful timing) to open the Door in the left mushroom.

**21**



In turn, Winkie and Fingus each fill the Bottles with the poison from the Container, and drink it to make them disappear into a musical dream!

**24**



Fingus enters the Door and magically springs out of the top-left grinning mushroom.

Winkie uses the Drum stick on the Hood to make a Fly-catcher.

## PLAYING TIPS

**25**

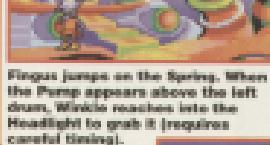
Winkie enters the Hole to appear on the top-right mushroom.

**26**

Fingus talks to the Guitarist, who plays a tune...  
Winkie uses the Flycatcher to grab the Note which settles near him (before it shatters).

Fingus catches the Note with the Flycatcher.

**27**



Fingus jumps on the Spring. When the Pump appears above the left drum, Winkie reaches into the Headlight to grab it (requires careful timing).

**28**

Winkie enters the Hole to reach the top-right mushroom. Fingus uses Pump on Saxophonist to make him play...

Fingus catches the Note with the Flycatcher.

**29**

**30**

Winkie uses the Melody on the bottom-left House, to put it in the clock (at top). Fingus knocks on the Clockmaker's Door and talks to Tom, who gives him the Hourglass.

**TOM**

**31**



Fingus smashes Hourglass over the Trench to create a magical sand bridge.

Both characters walk across and go through the Opening in the castle wall.

**32**

Fingus enters the Hole to appear on the top-right mushroom.

**33**

Winkie uses Pump on the Saxophonist and Fingus quickly uses Flycatcher on the Mosquito which appears.

With our two heroes now well on their way we'll leave 'em to it... unless you want more that is! In which case write in and we'll do more next issue!



# ROME AD 92



Meet Sparatus Megadivus — a thoroughly rotten scamp and all-round bad egg. Prevent him from murdering the Emperor and you could be rewarded...



**1** USE the scroll on Sparatus Megadivus, and in return he'll reward you with three coins.



**2** Wait until someone takes a dip, then select the DO icon. You'll find a STEAL option — select it to swipe a disguise! USE the logo to wear it...



**3** ...have [for a meagre three Denari] an evil-looking dagger.



**4**

Don't threaten the knoth-staff owner, though — you'll find him a little difficult to deal with...



DO  
ROBBER

**5** Buy the dice (for two Denari, robbed from your fellow citizens) by selecting the PAY option and clicking on the stall holder. Once she's given you the dice, repay her favor by THREATENING her, to steal the money back!



**6**

For a trifling three Denari, the boatman will take you to freedom. Speed is of the essence, though — leave it too late and you'll have an unavoidable, hot 'n' horrible death.



**7**

Congratulations! Rome awaits you in your new guise as an everyday citizen. Wonder what the beer's like...



## PLAYING TIPS



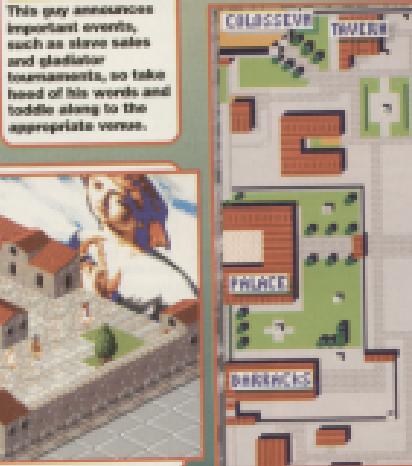
If you're running from a volcano of lava, RODDIE GORDON is PARIS in the forecast!

COLISEUM: HOME THERE! TODAY WILL BE A DAY OF MARCH AND FIGHTING.

IN A DAY OR TWO, WE'LL BE IN JAIL...

...OR IN JAIL FOR LIFE.

This guy announces important events, such as slave sales and gladiator tournaments, so take heed of his words and toddle along to the appropriate venue.



It's possible to follow Sequence through Rome to find out what he's up to. However, your time is better spent getting your bearings, as the overheard conversations act merely as plot additions, with little consequence.



Massengraves is like us to see should you find an item too pricey. He can lend you up to 30 Credits -- essential for purchasing certain "services".



## PLAYING TIPS

The Arena is the place for your most lucrative business opportunities. Simply purchase a slave from the Forum Slave and click USE to enter your slave editor.

Plutius the Innkeeper is a competitive gambler. Try joining one of his dice games (using the loaded ones purchased in the first level) to make some extra cash.

NAME: Plutius  
CLASS: Citizen  
JOB: INNKEEPER

BE INHUMANE GAMBLER. TRY ONE OF HIS DICE GAMES.



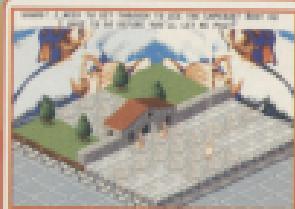
Bidding for slaves is a simple affair. Just select 'BID' from the 'GO' option, and bid a price. Usually, you'll get the guy first time. Be advised to buy as many as you can (with all your borrowed money) to ensure success in the arena.



Once the combat's begun, you'll be able to sit back and watch the action. Fingers crossed, your slave should win. If he doesn't, you'll either have to wait for the next sale or enter another man (if you have one).



Let's start the bidding at 1 centaur.



Attempting to enter the palace without money will be viewed unfavourably by the guards. They're open to bribery, however.



If you can't reach the third level now, you're either very unlucky or terminally puzzled. A quick tipette for the third level is to build your fort in open space — it's difficult to gain entrance with a hill blocking the door!



He who lives by the sword, dies by getting his torso穿刺ed by frost. Caution! Mugging fellow citizens is a risky business, so don't do it...



# WAXWORKS

## EGYPTIAN PYRAMID



■ To kill the alligator first find the jar containing the embalmed organs on Level Two, then return to the 'gators pool and smash the jar in front of him. When he crawls out to eat the entrails, hurl a spear at him.

■ Check out the screen shot in the 'Rich Pickings' review section to discover one of the correct combinations for the puzzle door. Or you can solve it by making each row add up to 10...

■ Knock out all the support beams on Level Three to reveal a secret room on Level Four. You'll find a tuning fork inside which you need to complete the Fifth Level.



■ On the Fifth Level you'll discover a mural depicting some snakes. This is, in fact, a secret door — just smash it with your sword to liberate the tile within...



■ The papyrus from Level One depicts all the lethal floor tiles on the Fourth Level. Avoid all tiles marked on the papyrus to survive.

■ Get the plank from the warehouse with the unlocked door on the Waterboat (in Wapping Lane) to bridge the gap to the Locksmiths — across the roof top from the clothes shop...



■ Use the sleeping pills to knock out the guard dog at the Pawn Brokers (you'll find 'em in the chemists). To get him to eat them, put the pills inside the meat you find behind the butchers.

■ Give Willy The Dip the watch from the Pawn Shop, and he'll pick the pimp's pocket in the Bull Pub — furnishing you with the key to Molly's house... and her address book!



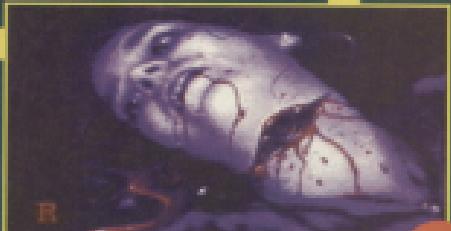
Accolade's massive mouse-driven adventure's been causing some huge headaches out there in Amigaland. After several heartfelt pleas of 'help!' from various corners of the country, we've responded with these general tips for three of the game's levels, and a complete solution to the 'Mines' section. Hope you dig 'em!

## JACK THE RIPPER



■ Either the Whistle or Shotgun can prevent you from getting mugged near The Ship Inn.

■ You need the rope from behind the Hardware Store to enter the Tailor Shop. Tie it to the chimney and lower yourself through the open window.



# PLAYING TIPS

## THE MINES

Years of dabbling with the dark forces have mutated your twisted sibling into a giant plant — it's your job kill him, and his monstrous minions! Enclosed in a network of mine shafts it's hard enough to even find him, so here's what to do...



**1**



You begin this section in a broken elevator. Search the injured professor to find a screwdriver and cigarette lighter. You also need to collect the chemical sprayer, but don't bother fiddling with the damaged controls just yet.

**2**

Pick up the pit prop from here, you'll need it to stop the runaway mine cart.



**3**

The mine cart is a problem. To stop it in its tracks you must DROP the pit prop, but only do this where indicated or you'll either get crushed or block the tunnels (you can't pass the cart once it's been halted). First drop the prop on the rails, then walk forward until the cart starts rolling toward you and leg it backwards rather sharply! Once stopped you'll find an iron bar inside — you need this to prise your brother's eyes out!



The mines are infested with mummies. On encountering one, USE the chemical spray to defend yourself.

Many corridors are blocked by deadly vines. A quick squirt on the sprayer will allow access, though — marked with a 'V' on the map.



**5**

There are a collection of tools lying around the place, so you can take your pick!



**9**

Grab the electric cable from this creepy corridor and save it for later.

**10**

Difficult to spot, you'll find the welding torch at the end of this corridor.

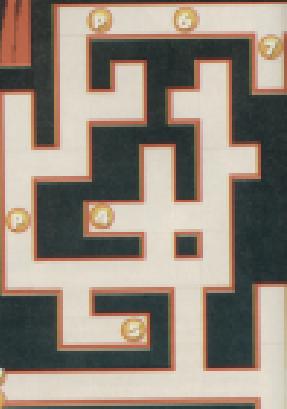
**11**

This dead engineer will provide you with a second handtorch, a key and a toolbox.



**4**

Collect the gas bottle and mask from this dead soldier for later use.



**12**

It's dark down here! Carefully search this gloomy dead-end for the drill, then turn left to locate the drill bit which is stuck in a hole in the wall. There are a number of holes so keep trying till you find the right one!

## PLAYING TIPS

**6** Scrape the char-coal from this burned pit; you'll need it to make a filter for your gas mask.



**7**

Not exactly the size of spades, but it'll do!



These erupting pods cause instant death if undetected. These locations are marked with a 'P' on the map, so you should have no problems spearing them before they erupt in your face!



**8**

Walk into the alcove and turn left to face the generator. Below the petal cap is a small drainage plug. If you collected the screwdriver from the injured man in the lift you can remove the stopper and, by dragging the chemical sprayer quickly below it, fill it up with petrol. The quicker you replace the stopper the greater your chances of hitting the sprayer later on. Also, if you have the lighter, your chemical sprayer will now act as a flame thrower. Whee!



**13**

Spoil the First Aid Kit from this unguarded medic, then **SEARCH** him to find a second handkerchief and the key to the lift doors.



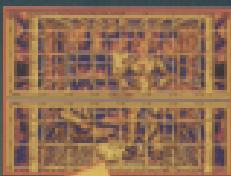
**14**

Now you've got the right gear you'll be able to open the steel cages. Click on the locks and select **CUT OFF** to gain entry. In this one you'll find plenty of dynamite and a detonator.



**16**

Oh, brother! Here's your mutant sibling in all his gory glory. He sure doesn't look like a pauper and, by gawd, he ain't! The Electrician will mind the lift controls enabling your escape after the Soldier has taken care of the explosive. Just make sure you're wearing the Protective Suit and Gas Mask (with handmade filter system) before entering the monster's lair — you'll first need to USE the Iron Bar as a weapon against the giant mutant, or his eyes will hypnotise you into inactivity and, eventually, death!



**15**

Inside here you'll find three Gas Masks, a pair of Protective Suits and a couple of Molotov Cocktails. From here, go to Step No. 16, but remember

to **TALK** to the injured professor (in the lift) on the way. He'll ask you to fetch a doctor...

**17**

The detectable also takes a while to heal the prof, so unless the safety doors and close them before you leave her to H. This will protect them against attack while you make your way to the final showdown with your twisted twin.



Don't bother with the rocket, but give the soldier all the equipment he needs to blow the mines up. In order to make the Gas Masks safe you need two pieces of Charcoal from Step 6. Wrap the Charcoal in the Handkerchiefs, and drag the Handkerchiefs over the Masks to provide adequate filters. Wear a Protective Suit and Gas Mask yourself, then give one of each to the soldier. He'll give you a list of the equipment he needs — select the items from your inventory and simply drag them onto him. You'll need to fill the drill from one of the bottles you've collected before he'll accept it, though, hurry friend! You can now give the medical kit to the Female Doctor, who will accompany you to the lift...

## PLAYING TIPS



### CEMETERY

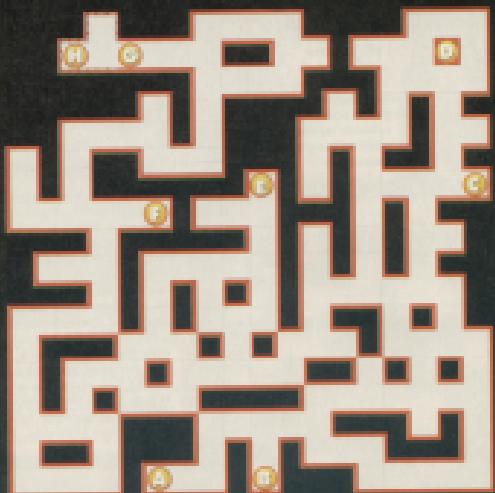
This handy map shows the key locations in The Cemetery:

■ Remove the heart from the Dead Girl then summon your Uncle. He'll exchange it for a wack of Hit Points.

■ Kill the Vampire by sharpening the stakes and using it as a weapon against him. But be quick!

■ Collect the bread from the alter and take it to your ancestors — then get Uncle Morris to cast a spell...

- A Starting Point
- B Gardener (Scythe)
- C Iron Bar
- D Family Tomb
- E Dead Girl (Heart)
- F Wooden Stake
- G Church
- H Vampire



■ Always attack the zombies arms first, then go for the head. If you decapitate the boggans they still keep attacking you!

**D**



**A**



Starting Point

**B**

Gardener (Scythe)



Family Tomb

Wooden Stake



**F**



Vampire



Iron Bar

**C**



Dead Girl (Heart)

**E**



Church

**G**

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# STREET FIGHTER II

What a really excellent conversion of the classic coin-op this is. It even outdoes the Super Nintendo version with the inclusion of car-smashing and barrel-breaking subgames. It's a tough game, though, so we've compiled this comprehensive playing guide, showing you how to beat every single opponent — using any of the eight fighters!

## GUILE



Learned to fight while training for an American elite special forces team. Uses a blend of karate and street fighting.

### SPECIAL MOVES

**Basic Boom:** roll of energy created by swinging his arms.  
**Overhead Flash Kick:** powerful defense against aerial attacks.



ties off his Bushy Mots, jump to avoid fireball attacks, and wait for a chance to throw him.

**VS. RYU/KEN**  
Computer Ryu can easily be defeated by dropping him with an over-the-shoulder throw, then finishing him off with more throws and punches.

The more aggressive Ken is trickier. Stay back and pick him off as he fires off his Bushy Mots, jump to avoid fireball attacks, and wait for a chance to throw him.

**VS. BLANKA**  
Quick throws are best. If he tries his electric defense, zap him with a sonic boom!

**VS. E. HONDA**  
With good timing you can throw the fat guy all over the place. The only danger is his thousand stage attack.

**VS. DHALSIM**  
The bendy fella relies on long-range attacks, so get in close and do some fast throws and punches.

**VS. ZANGIE**  
Get in close, keep throwing him, not giving him a chance to counter. If you're near an attack, fall back and blast him with sonic booms until you can get close again.



### VS. RYU/KEN

■ If any regular computer had against a good player. Stay in the air and don't get too close — use one hundred kicks if they corner you.

## CHUN LI

Compensates for her lack of strength with quickness and agility. Very good in the air.

### SPECIAL MOVES

**One Hundred Kicks:** strafes repetitive kicking.  
**Spinning Bird Kick:** spectacular overhead kick, spin down with legs spinning! (As seen on TV — Ed.)

## CHUN LI



### VS. M. BISON

■ Wait for him to approach, then attack quickly with sonic booms and flash kicks.

### VS. SAGAT

■ Use flash kicks and long leg sweeps. Don't trade punches, but throw more if you get the chance.

### VS. CHUN LI

■ Stop her from getting close by using sonic booms and strong kicks. Only go for the killing throw when she's lost much energy.

### VS. VEGA

■ Your only chance is to stay airborne, using long kick jumps and the mid-air throw.

## VS. BLANKA

■ A toughie. Watch out for his rolling ground attacks and jumping tip kicks. Wait till he electrifies himself, then foot stomp on him if you won't get tired.



**VS. BALOGG**  
■ Wait for an opening, then use throws and punches. Block any attacks, though — one good hit and you're dead.



### VS. E. HONDA

■ Fatly stands well against flying kicks, so try quickly bouncing either side at him and throwing when you get the chance.

## PLAYING TIPS



### VS. GOUKI

■ Tricky, as he equals you in aerial power. Use hit-and-run tactics and bounce around the walls to confuse him.



### VS. DHALISIM

■ Keep on the attack — don't give him any time to counter. Try some mid-air strong kicks.



### VS. VEGA

■ Can beat you in the air with his flying leg attack. Try using usual defensive tactics and the occasional spinning bird kick.



### VS. SAGAT

■ Wait till he gets close, then go for an aerial attack. Watch out for his tiger uppercuts.



### VS. M. BISON

■ Lure him into an attack, then hit him in mid-air. When you get the chance, throw and kick him like mad.



### VS. ZANGIEF

■ Use spinning bird kicks and throw him when he's slowed. (Don't let him get hold of you.)



**RYU/KEN**  
These karate kids have essentially the same range of moves, so tactics are identical.

#### SPECIAL MOVES

**Psycho Fireball:** easy to perform and very damaging.  
**Hiawatha Kick:** this spinning kick is a great way to get quickly across the screen.  
**Dragon Punch:** hard to execute, but virtually unstoppable.



### VS. BALROG

■ When he comes close, jump up and strong-kick on the way down. Once he's on his back, follow him across the screen with medium punches before throwing him.

## THE CHEAT!

■ Here, now two players can select the same characters for truly equal contests. First, select a two-player game between any two characters. Pause the game and type in **ZX02** and the screen border should flash yellow. When you return to the main menu, you'll both be able to choose the same fighter, eg Gouki Vs. Gouki, Blanka Vs. Blanka.

Thanks to Ricky Parker of Banzaiuke for this well-advised tip.



### VS. VEGA

■ Time your fireballs so he lands on them. Stay back and try to run down the clock. When he jumps off the fence, dragon-punch him.



### VS. GOUKI

■ Against computer, immediately walk right and throw him. Don't jump-kick — his flash kick is better. Don't get too angry or he'll use his sonic boom.



### VS. I. BOMBIA

■ Keep him at a distance using fireballs. If he jumps towards you, do a leg sweep. Don't try flying kicks.



### VS. ZANGIEF

■ A clinch. Against computer, jump up and down using strong roundhouse kicks in the air.



### VS. M. BISON

■ Block his attacks, and counter when you see an opening. Dragon punches, hurricane kicks, and short kicks are best — not fireballs.



### VS. SAGAT

■ Duck at the start and use strong leg sweeps. If he tries a tiger uppercut, move beneath him and strong-leg-sweep as he lands.



### VS. BALROG

■ Dead easy. Immediately go for a long hurricane kick to disorient him. Throw a dragon-punch, then do a couple of short sweeps for a perfect victory!



### VS. DHALISIM

■ Keep your distance and use fireballs on his extending limbs. If he tries a spinning drill, hit him with a fireball. If he does a fire or flame attack, leap-over him and attack from behind.

### VS. CHUN-LI

■ Don't attack or use fireballs. Against computer, use strong uppercuts as she jumps at you. Versus a player, wait till she jumps, move underneath her, and short-kick or throw her.



# PLAYING TIPS

## EDMOND HONDA

### VS. HONDA



The gigantic Sumo wrestler is remarkably quick for his size. Virtually unstoppable in a ground battle.

### SPECIAL MOVES

**Thousands Hand Slap:** Ultra-fast slapping is a good distance.

**Super Head Butts:** most effective at short range.



### VS. GUIDE

- He's very quick, so keep your defense up. Surprise him with the occasional flying head butt.

## ZANGIEF

This tallest fighter has no missile attacks, but compensates with sheer brute force.

### SPECIAL MOVES

**Spinning Clotheline:** during this whirling move, he's immune from missile attacks.

**Spinning Pile Driver:** spins the opponent head-first into the ground!



### VS. CHUN-LI

■ You can't match her agility, so wait for her to attack, then do a spinning clotheline. Throw her if you get the chance.

### VS. E. HONDA

■ Use body slams to get him moving backwards, then use spinning pile driver. Counter flying head butts with a spinning clotheline.



### VS. BLANKA

■ Don't take him on in the air. Use knee dives and strong leg sweeps after his flying kicks. Repel sonic booms with the spinning clotheline.



### VS. RYU/KEN

■ Defend like mad, and keep him at bay with leaping kicks and leg sweeps. If he gets too close, do one of your devastating throws.



### VS. ZANGIEF

■ Dodge his punch, then double-kick and throw. Time your spinning pile driver to grab his arm and squash his skull.

### VS. BLANKA

■ Give him plenty of slaps and chops. When he approaches, punch and kick him till he's downed.

### VS. CHUN-LI

■ Defend against aerial attacks with overhead chop. Attack when she's on the ground — you superior strength will tell.

### VS. BLANKA

■ Spinning pile drivers are very effective. Or try some roundhouse leg sweeps and leaping kicks.

### VS. RYU/KEN

■ Defend against fireballs and hurricane kicks with a spinning clotheline. Use the spinning pile driver to crush 'em.

### VS. SABAT

■ It's hard to avoid his fireballs, so get in close and use leg sweeps to knock him down. Follow up with a powerful throw.



### VS. BLANKA

■ Try to jump in close — he's a menace at long range, but once in a corner he's a pushover.



### VS. BALROG

■ Just thousand-slap him to death — the thicks'll keep walking into them!



### VS. VEGA

■ The constantly swivey usually keeps his distance. When he does get close, kick him. Run the shock down if necessary.



### VS. SAGAT

■ Get in close or his energy wastes! kill you. Lay into him with everything you've got, and don't stop.



### VS. M. BISON

■ Be patient; wait for him to come to you. Block his attacks and counter with slapping.



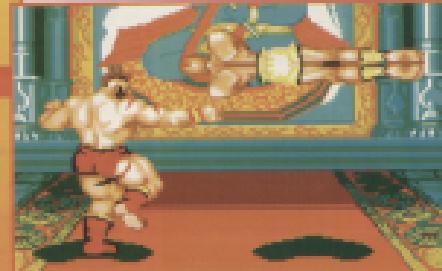
### VS. M. BISON

■ Blocking his combinations is the key to success. Use leg sweeps to keep him at bay, and get him with a pile driver when he falls.



### VS. BLANKA

■ Use spinning clotheline to defend against his drill attack. Use leg sweeps to stop his bouncy attacks. Get in close and bite him.



# BLANKA

## BLANKA'S

The Brazilian monster is one of the best all-around fighters.

### SPECIAL MOVES

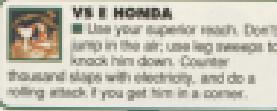
**Electricity** channels 1,000 volts through his body, shooting any opponent who comes to touch him.

**Rolling Attacks** rolls himself into a human cannonball to knock over enemies.



## SPECIAL THANKS

To Chris "Axe" Rice of our sister mag N-FORCE (the magazine for Nintendo nutters) for helping us to complete the ultimate Street Fighter II guide. Thanks, Chris; now we can beat you up!



### VS E HONDA

**B** Use your superior reach. Don't jump in the air; use leg sweeps to knock him down. Counter thousand slaps with electricity, and do a rolling attack if you get him in a corner.



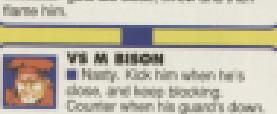
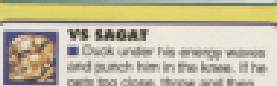
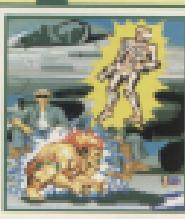
### VS CHUN LI

**B** There's only one way to defend against her stunning aerial attacks: electric yourself to freeze her!



### VS ZANGIEF

**B** Don't move slow — use jumping kicks and strong punches to keep him away.



# PLAYING TIPS



### VS BALROG

**B** Immediately move left, blocking his attacks. When you see an opening, try a rolling attack. Follow up with a bite.



### VS VEGA

**B** Keep your distance and go for long-range kicks. When he leaps off the fence, attack him.



### VS SAGAT

**B** Dodge his missile attacks and go for his weak legs. Try a double knee lift when in close.



### VS M. BISON

**B** When he does a torch attack, identify yourself. Don't even think about a rolling attack. Use strong punch and kick combinations.



### VS E. HONDA

**B** Yoga flames and fire work well — baby has difficulty jumping over them. Or try a stomp attack.



### VS CHUN LI

**B** Block her aerial attacks. Use the slide attack when she's on the ground.



### VS GUILE

**B** Don't stick you arms and legs out, or they'll be flash-kicked. Try getting him in a headlock and giving him plenty of rugles.



### VS BALROG

**B** Punch him in the guts to keep him at bay, before going for some chill attacks. Finish him off with fire/flame.



### VS VEGA

**B** Hard to match in the air. Wait to catch him off guard with some yoga flames.



## DHALSIM

Through meditation, he can control his body and exhaust his limbs for long-range attacks.

### SPECIAL MOVES

**Yoga Flame**: a ball of energy that flies anything in its path.

**Yoga Flame**: devastating fire-breath attack — must be all those瑜伽 he eats!

## DHALSIM



## PLAYING TIPS

# Lemming's Lifeline

Don't do it! It's not worth it, no matter which level of Lemmings you're completely stuck on! The one and only Lemmings Lifeline will help you sort out your problems and get you back on the road to sanity. This month, we've had a couple of letters from Mrs A Wilson and Nick Slaney, begging for help on Tricky Level 19 of the original game, niftily titled Postcard from Lemmingland. If you need help, write to Lemmings Lifeline, **AMSA FORCE, Express Import, Building, 10000 St. 1/W,** enclosing your name, address, and the name and code of the level you're stuck on (either from the original game, or the later levels disk), and we'll sort it out.

**1** Turn the first guy into a climber and a parachutist (this is for later). He'll climb up the first wall and walk to the right.



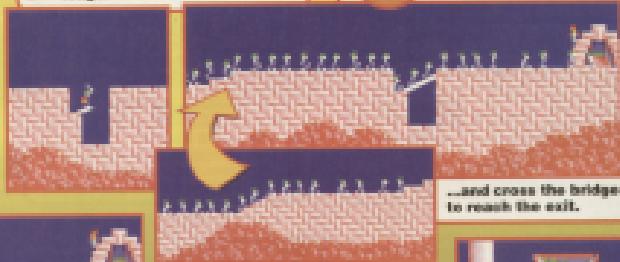
**2** Just as he reaches the edge of the pit, turn him into a vertical digger — but not so early that he leaves a column of ground between his digging and the pit!



### POSTCARD FROM LEMMINGLAND (CODE: CCKINHHRFS)

This Tricky level is harder than a lot of the later ones, though you've got plenty of climbers and parachutists, there are no blockers or borders, and only one of each digger and a solitary builder. The main difficulty is that you have to get every single Lemming to the exit.

**3** When he's dug a short way down, turn him into a builder. You should time it so that his bridge just ends before the ledge.



...and cross the bridge to reach the exit.

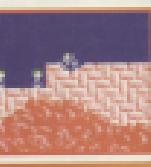
**4**

After he's finished his bridge, he'll turn round, climb up the wall, and continue walking left.



**5**

Just before he gets to the end, turn him into a diagonal digger (picksax). Good timing is essential; too early and he'll continue digging through the floor too late and he won't dig low enough down.



**6**

Get it right and his friends will be able to walk up the slope he's created...

**7** Hurrah! But hold on, we've forgotten someone! Yes, our intrepid bridge-building, tunnel-digging hero continues walking left until he reaches the leftmost pillar. This he climbs and, when he reaches the top, parachutes safely to earth before walking right to join his pals at the exit. Yessss!

**SUCCESS!**

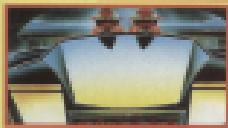
# CUT-OUT 'N' CHEAT!

## CHEAT CARDS

Are you still searching through old mags for those cheats you need now? — CUT IT OUT! 'Cuz that's just what you can do with these handy cheat cards, then store them with the relevant games for ease of use.

amiga  
FORCE

ACTION FIGHTER



amiga  
FORCE

AFTERBURNER



amiga  
FORCE

MICROPLANETS



amiga  
FORCE

ARMAGEDDON



amiga  
FORCE

SPACE WARS



amiga  
FORCE

LATHAN THE HORSE



amiga  
FORCE

BOMBUZZAL



amiga  
FORCE

CLASS COMMAND



amiga  
FORCE

DRAGON QUEST



## CHEAT CARDS



1. ACTION FIGHTER
2. AFTERBURNER
3. ARCHIPELAGOS
4. ARKANOID
5. ATOMIC ROBOKID
6. BATMAN:  
THE MOVIE
7. BOMBUZAL
8. CARRIER  
COMMAND
9. DRAGON BREED



### ARCHIPELAGOS

(Sega)

An oldie well worth getting your hands on, this 3-D strategic stunner draws you in with its intense, atmospheric.

When choosing the starting level, enter #42 and press Return/Enter. You can now choose any level from 1 to 9999.



### BATMAN: THE MOVIE

(Int. Super Nintendo)

One of the better movie conversions made, featuring lots of fun (but varied) game sequences. The 3-D driving's particularly impressive.

On the title screen, type A#88, then keep pressing M until the screen flips. You now have infinite lives, and F10 advances a level.



### DRAGON BREED

(Amiga/Windows)

A fair conversion of the old Amiga coin-op, this horizontally scrolling beast isn't one of the top shoot-em-ups around.

For infinite lives, pause the game and type IREM. Pressing H allows you to skip levels.



### AFTERBURNER

(Int. Super Nintendo)

Poor attempt at converting the snazzy hydraulic coin-op — maybe it wasn't worth trying.

Pause the game, type THUNDERBLADE, and unpause. Now press G — extra invincibility, H — extra lives, + — back a level, - — forward a level.



### ATOMIC ROBOKID

(Amiga/Windows)

Slow and clunky, this strange horizontally scrolling shoot-'em-up is no technical masterpiece, but it's still mildly playable.

To gain invincibility, type TUESDAY 14TH on the title screen.



### CARRIER COMMAND

(Amiga)

A milestone in Amiga software, this epic hybrid of strategy and 3-D action is a great buy on budget.

Pause the game and type GROW OLD WITH ME to obtain invincibility. The cheat can be toggled on/off with the + and - keys.



### ACTION FIGHTER

(Int. Super Nintendo)

Mediocre Spy Hunter/aceant, featuring vertically scrolling shooting/raiding and a bike that transforms into a car.

Type in ZBLACKDOOR on the High-score table to get infinite lives and energy.

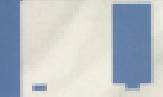


### ARKANOID

(Int. Super)

As Breakout games go, this one's pretty playable. Not one to impress your friends with, though.

For an extra 33 levels, press F3 for a one-player game, or F4 for two players (instead of F1 and F2).



### BOMBUZAL

(Amiga/Windows)

Level codes:

ROCKS = 8	STONES = 40	CRATE = 73
ROCKS = 10	STONES = 44	CRATE = 83
ROCKS = 12	STONES = 48	CRATE = 93
ROCKS = 14	STONES = 52	CRATE = 103
ROCKS = 16	STONES = 56	CRATE = 113
ROCKS = 18	STONES = 60	CRATE = 123
ROCKS = 20	STONES = 64	CRATE = 133
ROCKS = 22	STONES = 68	CRATE = 143
ROCKS = 24	STONES = 72	CRATE = 153
ROCKS = 26	STONES = 76	CRATE = 163



# CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS



amiga  
FORCE  
DEMON SPIRIT



amiga  
FORCE  
SWEEP



amiga  
FORCE  
H-JETWING



amiga  
FORCE  
FALCON



amiga  
FORCE  
FULL CONTACT



amiga  
FORCE  
JUMPIN JACK SPIN



amiga  
FORCE  
JUMPIN JACK SPIN



amiga  
FORCE  
KICK OFF 2



amiga  
FORCE  
KIXX



## CHEAT CARDS



10. DRAGON SPIRIT
11. ESWAT
12. F-29 RETALIATOR
13. FALCON
14. FULL CONTACT
15. INTERNATIONAL ICE HOCKEY
16. JUMPING JACKSON
17. KICK OFF 2
18. KLAX

10 11 12  
13 14 15  
16 17 18

### F-29 RETALIATOR (Reviewed)

One of the most accessible, and playable, flight simulators. Hopefully it'll eventually come out on budget.

Enter your name as CARAN and you'll be able to fly any mission with an unlimited supply of weapons.



### INTERNATIONAL ICE HOCKEY (Reviewed)

Simplistic simulation of the tough sport — there are better off wasting for hours. And conversion of their excellent Sega Drive game.

Whenever you score, pause the game until the music stops. You've then given some extra points.



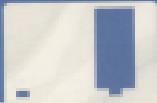
### KLAX (Reviewed)

One of the most compulsive puzzlers around, this really gets you in a lather with all those bricks rolling down at a rapid rate. Here's this for a simple cheat, though: just press 3 to skip a level, and 4 to go straight to the last level!



### ESWAT (Reviewed)

He's what? Another glitchy conversion of an obscure computer game? Uh! The programmers are obviously KLF fans, though. Pause the game and type in JUSTINBROD ACENTS OF MU MU for infinite lives.



### FULL CONTACT (From 17)

This martial-arts masterpiece is a great buy on budget. And trust these weakly Team 17 guys to come up with a strange cheat mode...

During play, type QADWSDSCRFTGDTYHURUM to make your opponent drop dead.



### KICK OFF 2 (Reviewed)

This footy fiasco's been superseded by Sensible Soccer, but some diehards still insist it's the best.

Cheat against computer opponents by substituting their goals with an outfield player. It's just not cricket — it's football actually!



### DRAGON SPIRIT (Reviewed)

A fairly poor vertically scrolling blaster, even on budget. Mind you, the coin-op wasn't exactly a classic.

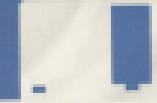
Pause the game, type DRAGONHEAD, and press F16. You can now choose your level by pressing the relevant number.



### FALCON (Reviewed)

A sound flight sim, but then there are so many better ones around (especially F-19 Stealth Fighters).

Hold down Shift, Ctrl and X to enable in-flight refuelling — we wonder if this will ever happen in real life?



### JUMPING JACK SON (Reviewed)

Day that funky monkey jumps around the squares to collect the rewards — and play 'em to assemble the groovy soundtrack!

Cheat here:  
Here are some level codes:  
8 — INDOOROLL 9 — HOMIES  
13 — ELVIS



# CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS



Amiga  
FORCE  
LAST NINJA 3



Amiga  
FORCE  
LOGICAL



Amiga  
FORCE  
NEBULUS



Amiga  
FORCE  
NINJA WARRIOR



Amiga  
FORCE  
PIT FIGHTER



Amiga  
FORCE  
ICE DANGEROUS



Amiga  
FORCE  
THE WALKING MAN



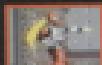
Amiga  
FORCE  
HARRY OF THE HAT



Amiga  
FORCE  
STAMPEDE 2



## CHEAT CARDS



19. LAST NINJA 3
20. LOGICAL
21. NEBULUS
22. NINJA WARRIORS
23. PIT-FIGHTER
24. RICK DANGEROUS
25. THE RUNNING MAN
26. SHADOW OF THE BEAST 2
27. STARGLIDER 2

19	20	21
22	23	24
25	26	27

### NEBULUS

(Reviewed)

One of the all-time classics, maybe this innovative 3-D platformer will come out on budget.

For infinite lives, type HELLONIAJUMP on the title screen. Press F1+H to choose your starting tower.

### RICK DANGEROUS

(Reviewed)

One of the funniest and most playful platform games of all time, this is an absolute steal on budget.

On the high-score table, enter your name as POKY, and you can restart on the highest level already reached.

### LOGICAL

(Reviewed later)

This perplexing puzzler gets a bit laborious, moving all those balls around. To avoid losing your marbles, try this...

Typing in THE FINAL CUT takes you to the construction kit.

### LAST NINJA 3

(Reviewed)

The best of a great series, this is an engrossing mixture of puzzles and beat-'em-up action.

Here are some level codes:

1 — SUSS	4 — BASD
2 — IMED	5 — NWOS
3 — URTI	6 — RECO

### PIT-FIGHTER

(Reviewed)

Some reckon this is a poor coin-op conversion. We disagree: It's great fun with two players, and it's cheap on budget.

Type LOOTERS during play; then 1-10 to skip levels. Pressing C takes you to the championship level; L to the elimination round.

### NINJA WARRIOR

(Reviewed)

Press Caps Lock, type CHIEFBOY, then Caps Lock again. Then repeat my first suggestion: Type LOOTERS now! A SMALL STEP FOR MAN — jumping across gaps; or, better still, STYLIN' — between BOOFY PITFORS — enemies with boomerangs; BOOFY — plasma beams; STEVE ALVINS — press S for slow motion; THE TERMINATOR — body parts explode when you die!

### STARGLIDER 2

(Reviewed longer)

The game that made many folks buy an Amiga, this 3-D space odyssey has a wonderful atmosphere.

When you start playing, press F to bring your ship to a halt — when it's stopped, pause the game. Type WINE (W4) & REPOSON (RECD) and press 1. Pressing K rearmars your ship.

### SHADOW OF THE BEAST 2

(Reviewed)

The gameplay's not as shadowy as in the original, but it still fails to live up to the snazzy sound and graphics.

With eight life savers appear, press A, and type in TEN POINTS. You now have infinite lives (ho-ho).

### THE RUNNING MAN

(Reviewed)

A terribly poor conversion of the cult Schwarzenegger movie, with boring beat-'em-up status and a hero who ankles, rather than runs!

For infinite energy, get a high score and enter your name as EDIBESTIK.

# CUT-OUT IN' CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS



**amiga  
FORCE**



**amiga  
FORCE** STRIDER 2



**amiga  
FORCE** SUPERXIANS 2



**amiga  
FORCE** SUPER MARIO-KART



**amiga  
FORCE** SWIV



**amiga  
FORCE** THROBBERS



**amiga  
FORCE** TURRICAN



**amiga  
FORCE** VAJOME



**amiga  
FORCE** VINES THE FLYTRAP



## CHEAT CARDS



28	29	30
31	32	33
34	35	36

### SUPERCAR 2 (Amiga)

This superb overhead racer features a split-screen two-player mode for frantic, competitive competition. An absolute bargain at budget.

To cheat, enter Player 1's name as WONDERLAND; Player 2's as THE BEAR

28. STEG
29. STRIDER 2
30. SUPERCAR 2
31. SUPER HANG-ON
32. SWIV
33. TRODDLERS
34. TURRICAN
35. VAXINE
36. VENUS THE FLYTRAP

### TRODDLERS (Amiga)

This Lemmings-inspired take-over was knocked by some other mega. Didn't believe a word of it — it's a great game.

For more level codes:

10 — INTRUDER	50 — PARASORPS
50 — LOOTERS	55 — COODLUCK
70 — BUBBLEHOT	90 — HEAVYDUTY

### STRIDER 2 (Amiga)

This 'sequel' to the coin-op conversion was made up by US Gold (there was no Strider 2 coin-op), and it's not much cop.

Play the game, then type IN SWIFT. Press E, D or hold the left Shift key and Help for infinite lives.

### STEG (Amiga/Amiga)

Technically it's not that good, with some very jerky scrolling, but this is an innovative and playable little game.

Here are some level codes:

2 — HORSECOMB	6 — MUSHROOM
3 — EGGSCUTTER	7 — LEGOLIKE
4 — MAFIAFLICKS	8 — HEROPOLYM
5 — COOKYJELLY	9 — GURUMONY
10 — PROTHORN	

### VENUS THE FLYTRAP (Amiga/Amiga)

The level codes are:

1 — MAHTIDS	6 — BATTRED
2 — CICADAS	7 — LYCOED
3 — PESTILLIOS	8 — PYRALOID
4 — PIERIDS	9 — NOCTURN

Or type in these cheat codes for extra weapons: MARS, MARS, JUPITER, SATURN and PLUTO.

### SWIV (Amiga)

The best vertically scrolling blaster available. Instant nonstop, frenzied action — enabled by a continuous loading system. Great with two players. Pause the game and type HCC-1701 for infinite lives.

### SUPER HANG-ON (Amiga/Amiga)

As any biker'll tell you, they don't make 'em like they used to. This is a perfect example: a golden-age racer with plenty of zip.

The ultimate cheat is to equip your bike with gears: to do this, enter your name as THUG on the high-score table.

### VAXINE (Amiga)

Weird 3-D shoot-'em-up where you shoot balls. It can get very frustrating...

During play, type WILDEBEESTE, then F1 to skip a level, F2 to skip ten. You can also press F3 to go back a level, and F4 to go back ten.

### TURRICAN (Amiga)

Borne (wings) reckon the levels are too big so this epic arcade experience. Huge Superbadass makes excellent use of the blitter chip.

To gain 99 extra lives, enter your name as BLUESMOKER on the high-score table.

# JOIN THE A-TEAM EVERY MONTH!

## GUESS WHAT?

You can now get **AMIGA FORCE** on a low-cost, recession-beating subscription. Not only do you receive 12 issues of the magazine for serious Amiga gameplayers, you also get THREE great Gremlin games (total original value £74.95) for just **FOUR** pounds extra!

## LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is the two-player driving game. The roller-coaster 3-D action is superb, the competition furious, as you bump and bang past the computer cars and into each other on obstacle-strewn tracks.

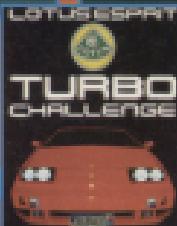
## THREEBIES!

### SWITCHBLADE

■ A cracking arcade adventure with the hero parading and killing baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as until removes the risk of backtracking in the extensive underground levels.

### MANIX

■ A souped-up variation of the classic Q-Bert clone, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



## BUT I'VE ALREADY GOT ONE!

■ However, we realise that some of you dedicated gameplayers may already have one or more of the three free games. In this case, you can subscribe — without getting the games — for a special DISCOUNT price! Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to European Direct (not the **AMIGA FORCE** editorial office). And may the FORCE be with you...

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■ I want to join the rapidly growing **AMIGA FORCE** army. I understand I must be of sound mind and prime surely games reviews and tips — and no responsibilities. I don't have an annuity problem and I can't wait to get my hands on the explosive equipment every gamer needs: that's a year's supply of **AMIGA FORCE**, please!

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NEXT MONTH

# COMING NEXT MONTH AND EVERY MONTH!

**R**on Crossack never before seen his life had been anticipated such an opponent. Cut, bruised and torn from a relentless battle with the awesome M. Bison, the humiliation of defeat and possibly even the skeletal form of the Latin Heater loomed in the periphery of his mind's eye.

"If only you'd bought **AMIGA FORCE**, remained a passing individual. Through blood and plasters, Ryu learned carefully and recognized the figure in Heated, one of Millennium's **Rome AD2000**. "I'd have bought a better magazine," continued the shabby dressed Roman. "I would still be a slave and probably a used one at that. Thanks to the tips contained in issue 3, I'm a valued member of the community, as well as financially solvent. If you'd taken the time to look as well, you could have used the four-page Street Fighter II guide to help you in your competition."

Really, the warning proved to be too late, for later, as Ryu was struck down by his abominable **A-FORCE**, seeking retribution before he could finish his sub-application. However, there's no need for the same thing to happen to you! **AMIGA**

**FORCE** is the magazine to read if you want alternative (and unusual) game-testing news and action. For example, issue 4 will contain...



## THE CHAOS ENGINE

Happily, this violent wonder will be ready for review next month (we won't review it if it's not finished). Blowing things has always held a special attraction with us, and this Bίmbo Brothers production looks set to fuel the office bloodlust yet again. Rumble!

## LEMMINGS 2 — TRIBES

They're back! Funny, irascible and terribly sociable, the Lemmings are dying to be reviewed in **issue 4** of **AMIGA**. With a plethora of new skills and abilities, the mischievous little blighters will have you bearing your hair out again (if you've got any left after the first game).

## PLUS...

All your favourite sections: Going Public, Lemmings Lifeline, Rich Pickings, Budget Bargains, Tips (jumps for breath) basically, all you need to fulfil your game-playing needs!

## amiga FORCE SPECIAL RESERVE!

Dear Newsagent

It's happened. I'm hooked and even the Betty Ford Clinic can't do a thing for me. I need **AMIGA FORCE** monthly, and as there's no cure, I'd say you're the one to help me. It's published by European Impact, and distributed by COMAG.

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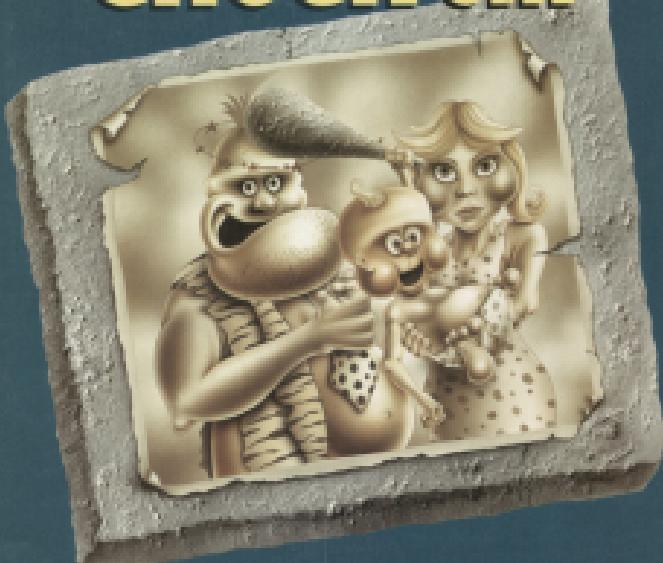
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